PRIMA'S OFFICIAL STRATEGY GUIDE

Sealed Secrets Section
Includes the Game's Dramatic Ending!

Shenmue™

シェンムー

Debra McBride
David Cassady

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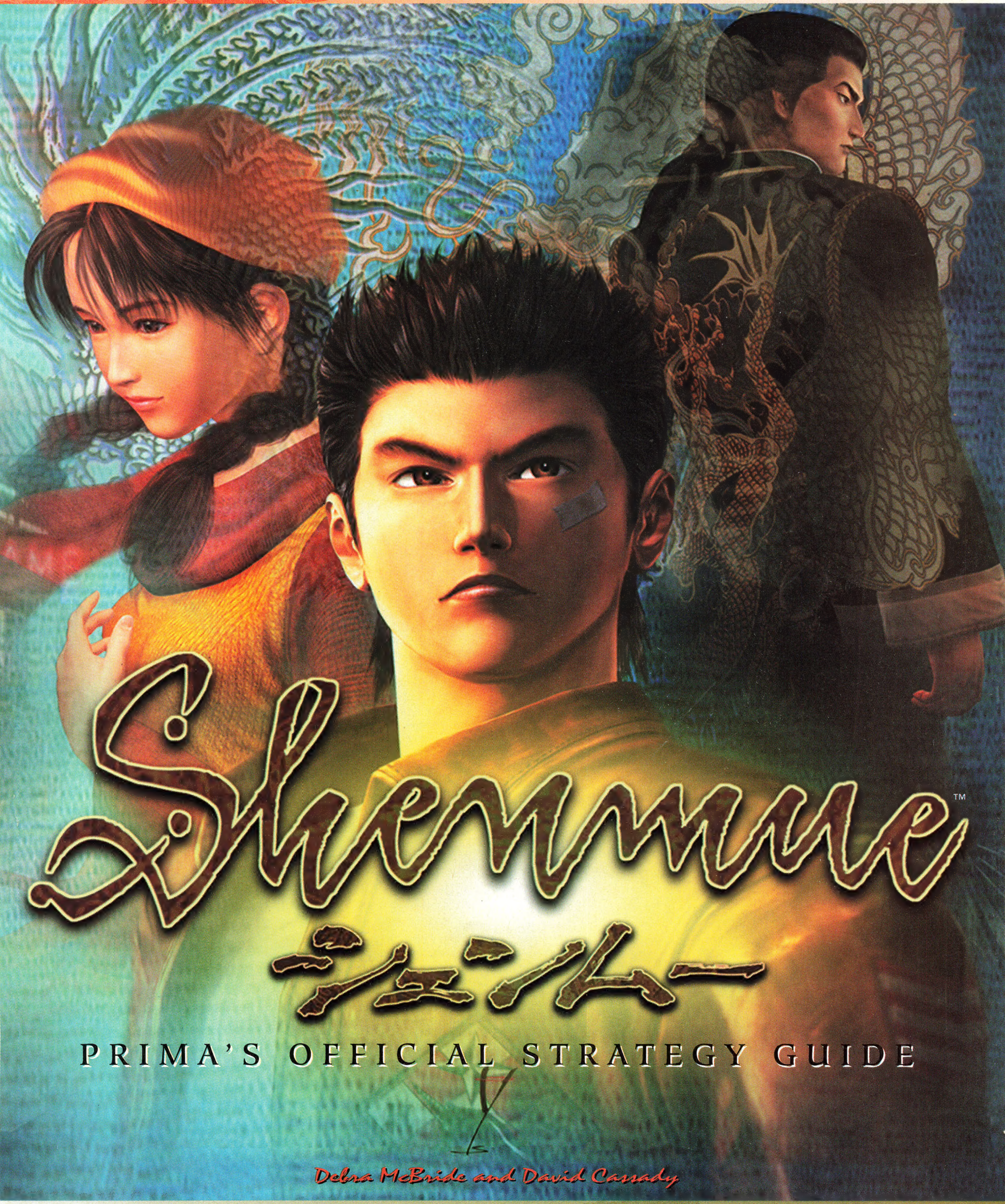

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INTRODUCTION

Welcome to *Shenmue: Prima's Official Strategy Guide*. You're about to enter a gaming world unlike any other. This revolutionary title places you in the role of Ryo Hazuki, a teenage student and martial arts master on a quest to bring his father's murderer to justice.

Your adventure takes you through several locations in which you'll meet hundreds of characters unique with their own lives, which they act out every day. You'll rely heavily on the people you encounter to give you information that steadily leads you closer to the contemptible Lan Di and his criminal organization.

Along the way you also get the chance to collect hundreds of unique items, play lots of mini-games, and participate in brutal QTE and Free Battles. It sounds like a lot, and it is. Don't worry. This guide will help you through the story while pointing out special events and items you won't want to miss. We've got everything you need to succeed—and a whole lot more.

WHAT'S INSIDE

Here's a quick peek at the book to let you know what you're getting.

Game Basics

In this chapter we'll teach you all the basics of *Shenmue*, from interacting with characters and scenery, to collecting items and playing mini-games. This gives you a big jump-start on knowing where to go and what to do.

Characters

You're not going to believe what you'll find in this section. There are tons of characters in *Shenmue* and we cover them all. We'll tell you who they are, a little about them, and where you can find them.

Walkthrough

There's more than one way to play this game. Every interaction is important as you're hunting for clues. We give you the goods on where to go and who to talk to through every part of the game. You won't miss a single event, so you'll get the full experience.

Maps

We've mapped every part of the *Shenmue* world. The map section helps you figure out where items can be found and who lives where. You don't want to go without this.

Fighting

Ryo may be a skilled fighter, but there are a lot of fighting techniques he still hasn't mastered. This section tells you about all of the moves you can learn and where to get them. Plus it gives you strategies to assist you in the huge battles you'll have to face.

Minigames

Even Ryo has to take a break every now and then. There are a lot of minigames you can play while you're waiting for time to pass, or if you just feel like taking a break. This section gives you the details on these minigames and lets you know what cool items you can collect for special scores.

Items

You can expect to uncover hundreds of items as your adventure progresses, but not all of them are easy to find. Check out this section to find out where and how to get rare items and what to do with them.

Passport Disc

The Passport Disc is one of the coolest features in *Shenmue*. Check out all the great things that you'll find online including rare items, scenes from the game, and music.

Making of *Shenmue*

Do you want to know how it all came together? This section gives you the details on how this landmark game came to be.

Sealed Section

What's inside? Well that's for you to see later. Just rest assured that it's special enough that we decided to keep it from you until you're absolutely ready for it.

GAME BASICS

Shenmue is a complex game with myriad gaming elements. It may take you a little while to get the hang of how things work. Here are a few tips to help get you up and running. You'll find even more information in the chapters that follow.

EXPLORATION

The world you're entering is filled with people and places. Each of these people has information that may or may not be relevant to your journey. A single conversation can completely change the course of the game. Pay close attention to who you talk to and what they say. You don't want to miss a valuable clue.

There are also countless places to go. Not all buildings can be explored freely, but those that can hold all kinds of amazing sights. Be sure to check out everything. Nearly everything can be looked at and often manipulated. To look around, hold down [R] and use the directional pad to scan the area. Things of interest are automatically "Locked-on" to and can sometimes be picked up or turned on and off. If an object can be manipulated, a Ⓐ appears in the bottom right corner of the screen. Pick up everything and anything and who knows what you'll find.

GAME PROGRESSION

There is no particular pace you have to keep in playing *Shenmue*. You can go through the game as quickly as possible, or you can spend an entire day playing *Hang-On* at the You Arcade if you like. If you really want to experience everything the game has to offer, take your time. Talk to lots of people, play the minigames, even practice your fighting skills until you have all of the moves mastered. There's plenty to do every day.

Keep in mind that events fall in a certain order. It's actually possible to miss some by triggering other events farther down the story line. Take into account what you want to see and make sure you do the right thing to make the next event occur. Randomly talking to people on the street is fun, but if you're looking for a specific clue you might accidentally trigger an event that cancels out the event you were hoping to see.

There isn't really a preferred route through the game either. It's all up to you, and it makes the game fun to play over and over again. So have fun and mix things up a bit and you'll enjoy the experience even more.

MAGIC WEATHER

The *Shenmue* world is a dynamic place and things change every day. The weather is no exception. There are sunny, rainy, and snowy days. This may not seem important, but it does have an effect on the game. Certain events won't occur on rainy days. After all, who would send their kids out to play in the rain during December?

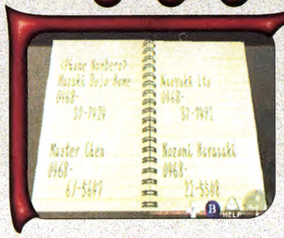
After you finish the game at least once, you can access weather options. If you'd like, you can set the game to mimic the real weather patterns that occurred during the game's scope in 1986. Just check out the game options and choose Actual Weather.

THE CLOCK

Shenmue runs on its own time, but it operates just like the real world. Shops open and close, people go to work in the morning and come home at night; even the sun rises and sets each day. Ryo can't stay out all night and sleep all day. He's got places to go and people to see. Pay very close attention to the clock as your day progresses. The clock appears in the bottom right corner of the screen. You need to have a good idea of what time it is throughout the day, so you can keep your appointments and buy the things you need.

Ryo gets up at 8:30 a.m. every morning and has to be home by 11:30 p.m. each night. What you do between those times is your business. If Ryo stays out too late, he's automatically zapped back home and forced to go to bed.

THE NOTEBOOK



Ryo's notebook is your most valuable item. The clues you receive from the people you meet are recorded in it after you talk to them. You can use this book at any time to refresh your memory about conversations that you've had. The notebook can be accessed within the menu, or you can pull it up automatically by pressing ⊗ while exploring. This really comes in handy if you have to put down the game for a few days. When you come back, check out the notebook to remember where you were.

BATTLES

You encounter two types of battles: QTE and Free Battle. QTEs (Quick Timer Events) require fast reflexes and nimble fingers: Commands appear onscreen that you must quickly act out, or you may lose the event. Free Battles give you more control over the action using the fighting skills Ryo's learned throughout his adventures. This is a lot like playing Sega's other smash hit *Virtua Fighter*, except in *Shenmue* you may be facing several opponents at the same time.

QTE

You never know when Ryo will be in danger. Thugs and street punks are everywhere and they're always looking for a fight. It's up to you to see him safely through some of these QTE encounters. QTEs normally use four buttons: ⇦, ⇨, Ⓐ, and Ⓑ. Each of these buttons handles a multitude of actions. Throughout this guide we've given you the proper commands to follow, but do your best not to concentrate on these pages—these events are just too cool to miss!

Free Battles

Ryo is conveniently well trained in the martial arts. You'll put his skills and your fingers to the test over and over again throughout your adventure. Free Battles are a lot like Sega's other fighting games that you know and love. Find out more about the amazing Free Battle system in the "Fighting" section of this guide.

ITEMS

There are hundreds of items in *Shenmue*. Some of them can help you out on your quest, while others are purely for your enjoyment. You can find items lying around here and there, get them from friends, win them as prizes, or break down and buy them from a store. Your more useful items are easily accessible in the main menu. Select an item to see it close up. If it has a use, you can use it by selecting it. Other less useful items, collectibles and tapes, must be viewed within their own menu. Select them from the bar on the bottom of the main menu. Some of the items are only available from the Passport Disc. These extremely rare items are just for your enjoyment. They serve no purpose in the game. Find out more about all of the items available in *Shenmue* in the "Items" section.

MONEY

Ryo doesn't have much money when the game begins. He gets an allowance of 500 Yen a day, but it won't stretch very far. Use your money wisely. At first, buy Technique Scrolls from Bunkado Antiques and play a few minigames. After you get a job and start pulling in a lot more money, you can start buying all the cool little collectibles this game has to offer.

MINIGAMES

One of the best parts of *Shenmue* is all of the minigames you can play. You'll find games such as Darts 7, *Hang-On*, *Space Harrier*, Excite QTE2, and QTE Title at the You Arcade in Dobuita. They cost a small amount of Yen to play, but who could resist? You can even win prizes from minigames if you get high scores or beat the game. Check out the "Minigames" section to learn more about what awaits you.

MAIN CHARACTERS

Shenmue's story revolves around the following characters. These are the people that you encounter most often throughout your adventure.

Ryo Hazuki

Role:Main Character	
Gender:	Male
Age:	18
Height:	5'9"
Weight:	143 lbs.
Blood Type:	O
Birth Date:	11/29
Zodiac Sign:	Sagittarius
Where:	Everywhere

Ryo is the main character and hero of this story. He was born and raised at the Hazuki (Bukan) Dojo in Yokosuka by his father after his mother died of an illness when he was three years old. Although Ine-san, the live-in housekeeper, and Fuku-san, his father's student, also live there, his father Iwao was Ryo's only living relation—until, of course, Lan Di murdered him.

Ryo began training in the Hazuki Style of jujitsu when he was very young. This training enabled him to grow very strong, both physically and mentally. Although he harbors a strong love and devotion to the martial arts, he hasn't expressed much interest in succeeding his father as master of the Dojo.

Ryo is well behaved and knows how to handle himself in a fight. Consequently, he's well known in the neighborhood of Yokosuka. Rather stubborn and competitive to a fault, he tends to act impulsively rather than think through a situation logically. A good example of this is the fact that despite knowing how Nozomi Harasaki feels about him, he hides his feelings and acts indifferently toward her.

Young Ryo

Role: Main Character at age 7
Gender: Male
Age: 7
Height: 4'3"
Weight: 55 lbs.
Blood Type: O
Birth Date: 11/29
Zodiac Sign: Sagittarius
Where: Flashback

At age 7, Ryo began to seriously study the martial arts under his father's tutelage. Around this time, he was dubbed Suedehead Ryobo by Setsu Abe, a shopkeeper, and was often scolded for being bratty. He experienced his first feelings of love for a girl during this time, but when a friend of his teased him about it, Ryo started a fight with him. Since then, he has shied away from any involvement with girls.

Iwao Hazuki

Role: Ryo's Father
Gender: Male
Age: 46
Weight: 177 lbs.
Height: 5'9"
Blood Type: A
Birth Date: 5/3
Zodiac Sign: Taurus
Where: Cutscenes Only

Iwao is Ryo's father and the current master of the Hazuki Style martial art. He is character of high morals who respects devotion to one's convictions, proper manners, and above all, trust. He is very calm and composed, personifying simplicity and courage. His only hobby is Shodo (calligraphy) which he often uses when writing letters and postcards. As a master of martial arts, he is a strict Sensei and is never satisfied with relying solely on one's natural talent. He has continued to adhere to a strict training regimen throughout his adult life. When he was young, he is said to have set out on an overseas journey to learn from the various great masters of the martial arts. Although his son Ryo sometimes rebels against his strictness, he still respects him as a mentor and dreams of emulating him.

Lan Di

Role: Mysterious Leader of a Criminal Organization
Gender: Male
Age: 31
Height: 6'1"
Weight: 188 lbs.
Blood Type: A
Birth Date: Unknown
Zodiac Sign: Unknown
Where: Events Only

Lan Di is one of the high-ranking members of a Chinese cartel called the Chi You Men, which secretly controls black-market trading in China. He is an expert in a legendary martial art, which was thought to have been lost and to exist only as fable. His cold, merciless personality makes his martial art prowess seem even fiercer, and his coercive glare keeps people at a distance. Even within Chi You Men, only a few people can talk to him without feeling intimidated or

belittled. He and Iwao Hazuki appear to be connected by some secret involving the Dragon Mirror.

Masayuki Fukuhara

Role:	Hazuki Disciple
Gender:	Male
Age:	26
Height:	5'8"
Weight:	150 lbs.
Blood Type:	O
Birth Date:	8/6
Zodiac Sign:	Leo
Where:	Hazuki Dojo

Fuku-san has been a live-in student of the Hazuki Dojo for almost 10 years. To Ryo, he is more like a member of the family. With his warm and gentle personality, Fuku-san makes every effort to achieve whatever goals he sets. Iwao, liking his diligence and honesty, took him in as a live-in student despite Fuku-san's lack of natural talent and the fact that he is a slow learner.

Since then, he has been practicing Hazuki-style jujitsu with Ryo. He sometimes jumps to conclusions and acts impulsively, which often results in failure. Nevertheless, because of his frank, easy-to-talk-to personality, he is someone Ryo can go to for advice.

Daily Routine A

Time	Location
08:30	Hazuki Dojo
16:00	Hazuki Garden
17:00	Near entrance to Hazuki house/Hazuki Garden (loop)
19:00	His Room

Fuku-san's day begins in the Dojo, where he practices standing thrusts and kicks. Once his training is complete, he stands near the cherry tree outside the Dojo pondering the past. Then he sweeps the garden path before going to his room for the night.

Daily Routine B

Time	Location
08:30	Hazuki Garden
19:00	Hazuki Garden

During the period when Ryo is busy looking for the Phoenix Mirror, Fuku-san spend his day below the cherry tree. When Ryo nears the family Dojo, it triggers an event with Fuku-san.

Note

Fuku-san's actions are closely tied to Ryo's actions. If you can't locate him, he's probably waiting nearby to give Ryo a useful bit of information. Once you've sparred with Fuku-san, you can continue to do so every morning until Ryo obtains a job at the harbor.

Ine Hayata

Role:	Hazuki Household Maid
Gender:	Female
Age:	64
Height:	5'1"
Weight:	106 lbs.
Blood Type:	A
Birth Date:	8/9
Zodiac Sign:	Leo
Where:	Hazuki House

For more than 15 years, Ine-san has been the live-in housekeeper of the Hazuki household and has taken care of all of the domestic housework and cooking as well as the family budget. She is a quiet, hardworking woman who is modest but emotionally strong. Aside from her sewing, cleaning, and washing talents, she is an excellent cook. In particular, her traditional Japanese dishes can be compared to those of a professional chef. While she is rather old-fashioned and very particular about manners and discipline, Ine-san is quite generous and secretly keeps watch over Ryo. She is an indispensable member of the Hazuki household.

Daily Routine A

Time	Location
08:00	Her Room/Family Room/Altar Room/Kitchen (loop)
19:00	Kitchen
19:30	Her Room

Ine begins every day by praying at the family altar for 30 minutes. Then she heads to the kitchen, her room, the family room, and back to the altar room. She repeats this pattern until 19:00 when she retires to her room for the night. She can be found there kneeling at a small table.

Daily Routine B

Time	Location
08:00	Her Room
08:30	Altar Room

After you get the Sword Guard from the antique shop, Ine kneels in front of the family altar and remains there until Ryo speaks to her.

Note

Besides these patterns, Ine also shows up during various events. She may be found kneeling at the family altar waiting for Ryo on three separate occasions. Each of these times she is waiting to give him information.

Ling Sha Hua

Role: Mysterious Girl Appearing in Ryo's Dreams
Gender: Female
Age: 16
Height: 5'1"
Weight: 95 lbs.
Blood Type: A
Birthdate: 9/9
Zodiac Sign: Virgo
Where: Dream Sequences Only

Ling Sha Hua is a mysterious girl who grew up surrounded by nature. Her innocent looks hide her power and courage created by the wilderness of China. She is pure and simple, with great compassion and strength. Though her presence is shrouded in mystery, Ryo's fate will be deeply influenced by her. Appearing in his mind several times, she guides him on his journey.

Nozomi Harasaki

Role: Schoolmate of Ryo's
Gender: Female
Age: 18
Height: 5'5"
Weight: 104 lbs.
Blood Type: AB
Birth Date: 8/23
Zodiac Sign: Virgo
Where: Dobuita—Aida Flower Shop

Nozomi is secretly in love with Ryo. She was born in Japan but moved to Vancouver, Canada when she was very young. She then moved to Yokosuka, where her grandmother lives, when she was a junior high student. Initially, classmates bullied her, discriminating against her because of the different way she did things due to her different culture. At that time, Ryo would often stand up for her. Since then, her love for him has grown over the years. She has decided that she is going to confess her love to him. She has her own opinions but is considerate to others as well. She usually helps out at Aida Florist, her grandmother's flower shop. She hopes to be an interpreter or translator in the future.

Daily Routine A

Time	Location
08:30	Inside Aida Flower Shop
09:15	In front of Aida Flower Shop
22:00	Inside Aida Flower Shop

Nozomi tends the flower shop throughout the day. She can almost always be found outside the shop. Near closing time she goes inside to work. Her post outside the shop gives her a good perspective on events around the town, so she often has valuable information. However she's normally more interested in what's going on with Ryo.

Daily Routine A

Time	Location
08:30	In Front of Aida Flower Shop
19:00	Closes Store

Due to her busy schedule as a college student, she sometimes closes the store early to attend classes. On these days she disappears when the lights come on in the evening.

Note

Nozomi often leaves the store to take part in a scene elsewhere. However she normally returns to the store unless it's already time for her to close for the evening.

Master Yobun Chen

Role: Mysterious Manager of Trading Company
Gender: Male — Age: 60
Height: 5'3" — Weight: 155 lbs.
Blood Type: A — Birth Date: 10/10
Zodiac Sign: Libra
Where: New Yokasuka Harbor—Old Warehouse #8

Master Chen is one of a few wealthy Chinese magnates living abroad in Japan, and he's a big name in the trading business. He owns numerous trading operations worldwide, including the one in Yokosuka. While he deals in a variety of high-end merchandise, Master Chen is particularly well versed in antiques and has multiple patrons. He is said to own numerous works of valuable art, some of which are rumored to be national treasures, but nobody knows for sure. He looks gentle and kind at first glance, but he's a very calculating buyer with a stoic composure, no matter what. In grooming his son, Gui Zhang, to become his successor, he has made sure to instruct him fully in the Yan Qing Style, a martial art handed down over multiple generations in their family.

Gui Zhang Chen

Role: Son of Yobun Chen
Gender: Male
Age: 30
Height: 5'9"
Weight: 155 lbs.
Blood Type: A
Birth Date: 2/10
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor—Old Warehouse #8

Gui Zhang is the son of Master Chen, the owner of a Chinese trading company. While he is still learning how to manage the company, he also works as his father's bodyguard. He always seems to be calm and gives the impression of being cool-headed and ever composed. However, this is due in large part to his remarkably expressionless face. Born in Yokohama, Japan, Gui Zhang was trained in the Yan Qing Style of martial arts by his father since early childhood and has continued training hard ever since. Because of their similar background, at heart, he sympathizes with Ryo, but on the outside, acts coldly toward him.

Daily Routine (for Yobun and Gui Zhang)

Time	Location
08:30~24:00	Old Warehouse #8

Note

Gui Zhang spends his days at the harbor and picks up on all sorts of information. If you call him ahead of time, you'll find him at the top of the warehouse stairs. He is also involved in many events around the harbor.

Chai

Role: Mysterious Assassin for Lan Di's Organization
Gender: Male
Age: Unknown
Height: 5'3"
Weight: 121 lbs.
Blood Type: AB
Birth Date: Unknown
Zodiac Sign: Unknown
Where: Events Only

A low ranking member of the Chi You Men, Chai aspires to ascend the ranks by currying favor with Lan Di. After Lan Di steals the Dragon Mirror from Hazuki Sensei, Chai spies on Ryo and learns of the existence of the Phoenix Mirror. He believes that if he can somehow obtain the Phoenix Mirror, Lan Di will reward him with a cushy position in the upper ranks of the organizational hierarchy. His strange physique enables Chai to utilize a seemingly superhuman fighting technique and therefore he is tricky to battle against. (He brags that he is self-taught in the Tang Lang Style, but his style of fighting hardly shows it.) He is extremely suspicious looking and creepy. Sly and vindictive, Chai will use any means, no matter how vicious or unfair, to get what he wants.

Man in Black Suit A

Role: Lan Di's Henchman
Gender: Male — Age: 29
Height: 5'9" — Weight: 155 lbs.
Blood Type: B — Birth Date: 11/12
Zodiac Sign: Scorpio
Where: Events Only

An elite member of the Chi You Men, this man works directly under Lan Di. Always dressed in a black suit, he is a formidable warrior and ordinary fighters are no match for him. His main strength is in the Tong Bei Style, which is known to be the most powerful martial art in terms of one-on-one combat. When he attacks, he is merciless. Both his real name and place of origin are unknown. His previous career is also a mystery.

Man in Black Suit B

Role: Land Di's Henchman
Gender: Male — Age: 31
Height: 5'11" — Weight: 185 lbs.
Blood Type: O — Birth Date: 2/25
Zodiac Sign: Pisces
Where: Events Only

This man is also under the direct supervision of Lan Di and is always by his side like a shadow. He is a master of the Ying Zhao Gong Style of martial arts, which maximizes finger, hand, and grip strength. This strength was evident in the opening scene by the way he easily held back Ryo as he entered the Dojo. With his expressionless poker face, he executes his missions mechanically and without remorse. He seems to be a little eccentric.

Characters Working on Dobuita Street

These characters spend most of their day inside a shop working. Before their shops open you may find them walking through Dobuita, but most of them won't be willing to assist you until they have opened their stores.

Akemi Sato

Role: Hostess at Bar Yokosuka
Gender: Female — Age: 28
Height: 5'4" — Weight: 106 lbs.
Blood Type: A — Birth Date: 6/30
Zodiac Sign: Cancer
Where: Bar Yokosuka

A hostess at Bar Yokosuka, Akemi began working there after being introduced to the bartender, Saijo-san by a friend shortly after graduating from high school. Akemi has many admirers, including Fuku-san, who frequently drinks there just to be near her. Before the incident, he came in quite often, but his grief and depression have prevented him from coming by recently. Akemi seems to be a bit concerned about him, or perhaps she simply misses his company.

Akira Nagai

Role: Nagai Industries President
Gender: Male — Age: 56
Height: 5'9" — Weight: 166 lbs.
Blood Type: O — Birth Date: 8/15
Zodiac Sign: Leo
Where: Nagai Industries

He is one of the few gangsters who knows what ninkyo (chivalry) really is. Other Yakuza bosses throughout the Kanto region admit his superiority. However, he behaves like a friendly old man. Because he considers their organization a necessary evil, he pays attention to the local community and runs his office quietly. He seems to like the self-assured Tom, and often tells him stories of ninkyo.

Bukichi Itoi

Role: Manager of Mary's Patches and Embroidery Shop
Gender: Male — Age: 73
Height: 5'1" — Weight: 128 lbs.
Blood Type: O — Birth Date: 2/26
Zodiac Sign: Pisces
Where: Mary's Patches and Embroidery Shop

This elderly man owns Mary's Patches and Embroidery Shop, the sole maker of embroidered patches in Dobuita. Itoi-san has the spirit of a true workman and is proud of his profession. Previously, until his son moved to Kyushu on business, he lived with his eldest son; now he lives alone. He turned 73 years old this year.

Etsuko Sekine

Role: Employee of Jimmy Yan's Asia Travel Co.
Gender: Female — Age: 27
Height: 5'3" — Weight: 99 lbs.
Blood Type: B — Birth Date: 10/18
Zodiac Sign: Libra
Where: Asia Travel Co.

This vain young woman works at the Asia Travel Co. After dropping out of a private girl's high school, she went to Tokyo on her own to try and make it as a model. Etsuko gave up her ambition after being cheated out of her money by a man pretending to be her agent. Worn out physically and emotionally, she returned to Yokosuka five years ago. A year later, in a fit of despair, she applied for a job as a tour conductor at Asia Travel Co., but was assigned to be an office clerk instead. Although she was bitter about not being able to travel and almost quit, she started working, and now seems to enjoy it. She has very wasteful spending habits and her debts, due mostly to an over-reliance on credit cards, are increasing. Luckily, she doesn't gamble, so her biggest concern is how to pay back the ever-increasing debts.

Goro Ono

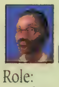
Role: Owner of Knocking Motorcycle Shop
Gender: Male
Age: 56
Height: 5'5"
Weight: 139 lbs.
Blood Type: A
Birth Date: 11/8
Zodiac Sign: Scorpio
Where: Knocking Motorcycle Shop

Goro owns the Knocking Motorcycle Shop in Dobuita. He used to be a mechanic at a major motorcycle manufacturer and often boasts of his tuning technique. Now he's retired and devotes himself to motorcycle repair. His tuning technique, backed up by his experience and professional skill have earned him an excellent reputation.

Daily Routine

Time	Location
08:00	Home
09:20	Inside Knocking Motorcycle Shop
10:00	Beside Knocking Motorcycle Shop
14:00	In front of Knocking Motorcycle Shop
19:00	Beside Knocking Motorcycle Shop
21:00	Inside Knocking Motorcycle Shop
21:40	Home

Goro spends his day in various areas of the Knocking Motorcycle Shop working on motorcycles. You can't go inside the Motorcycle Shop, so if you want to speak to Goro, you have to find him outside the shop. The only exception is that when Ryo is looking for a motorcycle, you can enter the shop and speak to Goro.



Haru Hirata

Role: Owner of Hirata Tobacco Shop
Gender: Female — Age: 73
Height: 5'0" — Weight: 93 lbs.
Blood Type: A — Birth Date: 8/1
Zodiac Sign: Leo
Where: Hirata Tobacco Shop

Haru-san is the elderly woman who runs the Hirata Tobacco Shop in Dobuita. She took good care of Masaru Aoi (of Yaokatsu Produce) and Shinkichi Noda (of Uokichi Seafood) when they were small children. That's why they can't resist helping her anytime they can. In her younger days she was known as the "Dobuita Queen," and she attracted many customers and admirers.

Hiromi Komine

Role: Owner of Komine Bakery
Gender: Male — Age: 35
Height: 5'7" — Weight: 166 lbs.
Blood Type: O — Birth Date: 11/27
Zodiac Sign: Sagittarius
Where: Komine Bakery

This owner of the Komine Bakery is a proud craftsman from Yokosuka. Hiromi worked for a precision machine-related manufacturer in Kawasaki, but resigned from the company eight years ago to open his bakery. Because he is clever with his fingers and patient by nature, baking is an optimal profession for him. He likes to see people (children in particular) smiling, and that's the reason he keeps trying to

bake new types of bread. He devotes himself to developing new bread day and night. Flourishing competitors such as Tom's Hot Dogs, the Funny Bear Burgers hamburger place, and Bob's Pizzeria are a threat to his baker However whenever he hears his daughter say, "My daddy's bread is the best!" all his worries disappear.

Hiroshi Tamura

Role: Owner of Tamura Quality Meats
Gender: Male Age 38
Height 5'11" Weight: 177lbs.
Blood Type: O Birth Date: 3/15
Zodiac Sign: Pisces
Where: Tamura Quality Meats

It is said that Hiroshi already reached his present height and weight when he was only 12 years old. His strength was illustrated by the fact that when Masaru (who is 10 years older than him) was a high school student, he took him out on one of their "fighting expeditions." Masaru boasted of Hiroshi, saying that he was "my right-hand man." By the time Hiroshi became a high school student, no one anywhere was a match for him. Contrary to his image as a fighter, Hiroshi is a warm person. He likes to win fights, but doesn't actually like fighting. Therefore he has never picked a fight on his own before.

After graduating from high school, while many of his pals were doing nothing, Hiroshi took over his father's business without hesitation. Soon afterward, he got married to Michiko, a girl who had once been a troublemaker in her own right. They now have a child and Hiroshi has matured. He is the vice-chairman of the Dobuita Shopkeepers Association. Ryo, who has something reckless about him, reminds Hiroshi of his younger days, but he feels annoyed when senior members of the community compare him unfavorably by saying, "Ryo is not as vulgar as you were."

Hiroyuki Orihara

Role: Owner of Bar Linda
Gender: Male Age: 32
Height: 5'11" Weight: 163 lbs.
Blood Type: AB Birth Date: 3/13
Zodiac Sign: Pisces
Where: Bar Linda

Hiroyuki owns the Bar Linda. After quitting his high school in Shikoku, he came to Tokyo dreaming of city life, but found that reality didn't live up to his dreams. He had to work at a construction site in the daytime and work as a bartender at night to make ends meet. During that time, nearly 10 years ago he met Kyoko Hayashida at a club in Shinjuku. A year later, they started dating secretly because Kyoko came from an upstanding family who cared about differences in social status. Nevertheless, they were very happy together.

Four years later, when Kyoko's mother attempted to pay him off if he would leave her, Hiroyuki refused the bribe but made up his mind to leave Kyoko for her sake. However, when Kyoko found out that her mother had tried to bribe him, she asked him to elope with her. They fled to a small town and had a simple wedding ceremony with no one in attendance and proceeded to lead a humble, but happy life. They saved money by working part-time jobs with the intention of opening their own bar someday. They moved to Yokosuka three years ago and they opened the bar. Kyoko uses Hayashi as her last name, hiding the fact that they are a married couple. The name, Linda, is taken from Kyoko's real name, Hayashida. The two now live a peaceful, happy life.

Honey Jackson

Role: Tom's Girlfriend
Gender: Female Age: 23
Height: 5'7" Weight: 148 lbs.
Blood Type: A Birth Date: 12/7
Zodiac Sign Sagittarius
Where: Tom's Hot Dogs

She is Tom's girlfriend. She is cheerful and active. She speaks Japanese more fluently than Tom. (In fact she taught him how to speak Japanese.) She can even write and read Japanese to some extent. After graduating from high school in Connecticut, she came to Japan. She is helping Tom with his hot dog stand, but she is not as good as Tom when it comes to cooking. She knows Tom well and always encourages him with her cheerful mood.

Ichiro Maeda

Role: Owner of Maeda Barbershop
Gender: Male Age: 52
Height: 5'2" Weight: 115 lbs.
Blood Type: O Birth Date: 2/2
Zodiac Sign: Aquarius
Where: Maeda Barbershop

A rather stubborn man, Ichiro runs an old-fashioned barbershop by the old-fashioned principle, "Real men wear their hair cropped short," and he means it. The fact that young men's longer hairstyles are becoming increasingly more popular is of no concern to him. He stands by his conviction that men's hair should only be crewcut style. He even wishes to cut Tom's hair in this style, going so far as to offer to pay Tom to let him do so. Ryo has been his customer for a long time, which makes it difficult for Ryo to explain current trends to him. Whenever he goes, Maeda-san always rants and raves, preaching to Ryo while he is trimming his hair. Partly because of that, when Ryo was a boy, he had the impression that Ichiro was a "scary man." That imprint makes Ryo afraid of him even now.

Although Maeda-san is very strict with boys, he is a gentle, sensible father toward his daughter Miki. He respects his daughter's freedom and lets her do what she likes as long as she takes responsibility for her actions. He does, however, make it a rule that she exchanges greetings properly, and prohibits her from riding on a motorcycle. He hopes that his future son-in-law, whoever he may be, will take over the shop one day, but Miki seems to have rather different plans for the shop.

Junichiro Nemoto

Role: Owner of Smiley Flower Shop
Gender: Male Age: 31
Height 5'8" Weight: 135 lbs.
Blood Type: AB Birth Date: 5/23
Zodiac Sign: Gemini
Where: Smiley Flower Shop

Junichiro Nemoto's hobbies are making and saving money, so he considers himself a businessman. He looks older than he is, often taken for a man in his 40s. With the 1 million yen he earned through a part-time job while in college, he started to buy stocks and now he owns the Smiley Flower Shop in Dobuita and a restaurant in Yokohama. At the Smiley Flower Shop, reliable Yuriko runs the business smoothly while Nemoto is busy managing the restaurant. He chose Yuriko as a shop clerk and a candidate for his wife from the beginning because she was very pretty and intelligent. He has high hopes that she will find him attractive someday. But for now, he is too proud to tell her that he really likes her. Instead, he only tries to impress her with his moneymaking prowess.

Junko Yamamoto

Role: Owner of Manpukuken Ramen
Gender: Female Age: 38
Height: 5'5" Weight: 121 lbs.
Blood Type: A Birth Date: 12/12
Zodiac Sign: Sagittarius
Where: Manpukuken Ramen

Junko, the cheerful owner of the Manpukuken Ramen experienced a tragic misfortune in her life. The man she fell madly in love with and married passed away at a young age, leaving her a widow with only his unique Chinese recipe for ramen noodle soup to remind her of him. This proved to be enough to enable her to establish the popular local ramen shop that is now quite prosperous. In fact, the taste of this broth is so delicious that people come from all over the country to this small shop in Dobuita just to eat this special ramen. Even on the busiest of days though, Junko can be seen standing, staring off into the distance reminiscing about the days when her husband was alive as she pours the broth into he bowls.

Kazuo Akasaka

Role: Owner of Water Dragon 2 Thrift Shop
Gender: Male Age: 42
Height: 5'8" Weight: 143lbs.
Blood Type: A Birth Date: 1/16
Zodiac Sign: Capricorn
Where: Water Dragon 2 Thrift Shop

Kazuo is the manager of the "other" Water Dragon, known fondly as Water Dragon 2 Thrift Shop. He is a friendly and reliable person and a sort of elder brother to Ryo. He knows everything about jeans. Just by glancing at the stitching, he can tell the age, style, and maker of the jeans in question.

Keizo Oishi

Role: Owner of Bunkado Antiques
Gender: Male Age: 61
Height: 5'5" Weight: 128 lbs.
Blood Type: O Birth Date: 11/1
Zodiac Sign: Scorpio
Where: Bunkado Antiques

As the owner of Bunkado Antiques, Oishi-san is often absent from the shop, traveling around the country searching for antique art objects and old treasures. With more than 40 years' experience, he has a discerning eye for antique art and an extensive knowledge of Japanese antiques and artifacts. He also has a deep knowledge of Chinese antiques and carries an impressive collection in his shop. In addition, he collects old books on history and unique martial art moves scrolls from various schools.

Kimie Udagawa

Role: Water Dragon 2 Thrift Shop Employee
Gender: Female
Age: 27
Height: 5'4"
Weight: 108 lbs.
Blood Type: O
Birth Date: 1/29
Zodiac Sign: Aquarius
Where: Water Dragon 2 Thrift Shop

Kimie is a graduate of a famous woman's college where most of the students are from good families. After graduation, she stayed at home idly until her parents decided to arrange a marriage for her. To escape this fate, she ran away from home and came to settle in Dobuita. Her parents have no idea of her whereabouts. Despite having had more than 100 brand-name suits hanging in the closet at her parents' house, she brought only a few of them, which she had to sell for some money. Now Kimie has only two pairs of jeans and jackets, given to her by the manager of the Water Dragon Thrift Store because she works there part-time. She has confessed to him that she is from a very rich family with a gorgeous house in Yokohama. However, the manager doesn't believe her. Instead, he is afraid that she may run away without paying her rent because he served as guarantor for the tenancy agreement of her apartment. Although she lives frugally by herself, Kimie likes her new life and hopes to keep working at Water Dragon thrift Store for a while. Provided that her desperate parents don't find her, she'll be here for some time.

Daily Routine

Time	Location
08:30	Home
09:10	Inside Water Dragon 2 Thrift Shop
10:00	Entrance to Water Dragon 2 Thrift Shop
12:50	Inside Water Dragon 2 Thrift Shop
18:30	Hokuhoku Lunch Box Shop
18:55	Home

Kimie works at the Water Dragon 2 Thrift Shop in the morning until she goes inside at 12:50. She then stays inside until she leaves for the Hokuhoku Lunch Box Shop

at 18:30 on her way home.

Kinuyo Sawano

Role: Owner of Hokuhoku Lunch Box
Gender: Female Age: 48
Height: 5'4" Weight: 139 lbs.
Blood Type: O Birth Date: 10/30
Zodiac Sign: Scorpio
Where: Hokuhoku Lunch Box

Kinuyo is the owner of the Hokuhoku Lunch Box and the mother of Hisaka and Mai. She lost her husband 13 years ago. Two years later, to forget her sorrow, she started her lunchbox business. Kinuyo's so-called "Mother's homemade lunch" became popular among the local bachelors, and with the help of her elder daughter, sales gradually have increased over the years. As the business grew, the daily work became increasingly busy thereby causing Kinyuo to neglect her second daughter Mai. As a result, Mai has grown rebellious and delinquent, constantly worrying Kinuyo and Hisaka.

Kirino Matsuyama

Role: Slot House Employee
Gender: Female Age: 24
Height: 5'7" Weight: 113 lbs.
Blood Type: AB Birth Date: 1/27
Zodiac Sign: Aquarius
Where: Slot House

Kirino works much harder than it appears. She is unofficially managing the Slot House in place of the idle Takafumi Mitsuzuka, the shop manager. Few people know anything of her private life. She has such a mysterious air about her that nobody can tell what she is thinking about. She seems to have quite a few secret admirers in Dobuita.

Kiyoshi Yamanaka

Role: Yamaji Soba Noodles Employee
Gender: Male
Age: 30
Height: 5'9"
Weight: 179 lbs.
Blood Type: A
Birth Date: 8/15
Zodiac Sign: Leo
Where: Yamaji Soba Noodles

He is known by the nickname of Yama-chan in Dobuita. However, Kiyoshi doesn't like that nickname much; he believes that his nickname is taken from Yamaji, not Yamanaka. Although it has been 10 years since he started working at Yamaji Soba Noodles, he is still only in charge of deliveries and is never allowed to touch the buckwheat soba dough, let alone knead it. However, Kiyoshi feels that the owner is not a bad guy and knows that the owner is seriously thinking about hiring a part-timer and letting Kiyoshi handle the kitchen.

Daily Routine

Time	Location
08:00	Home
09:30	Outside Yamaji Soba Noodles
10:30	Inside Yamaji Soba Noodles
10:55	Deliveries (outside range)
13:45	Inside Yamaji Soba Noodles
14:20	Komine Bakery—Jupitor's Jackets
15:20	Inside Yamaji Soba Noodles
17:00	Deliveries (outside range)
19:00	Inside Yamaji Soba Noodles
22:00	Bar Linda

Kiyoshi spends most of his time working inside or outside of Yamaji Soba Noodles. He takes a break in the afternoon to pick up some lunch at Komine Bakery, and he does a little browsing at Jupitor's Jackets before returning to work. In the evening he relaxes at Bar Linda.

Kouji Hase

Role: Nagai Industries Apprentice
Gender: Male Age: 24
Height: 5'11" Weight: 141 lbs.
Blood Type: O
Birth Date: 12/20
Zodiac Sign: Sagittarius
Where: Nagai Industries

A young apprentice of Nagai Industries, Kouji is a man of questionable morality and knows nothing about duty and manners. Because Nagai knows he wouldn't be able to handle Kouji on his own, he relegates Kouji to the job of standing guard at the entrance, and has assigned Toshiki to become Kouji's mentor. Kouji secretly earns extra money by working as a bodyguard for Jimmy at the Asia Travel Co. During his time off, he enjoys hitting on women. Taking advantage of his good looks, he is a bit of a playboy.

Kyoko Hayashi

Role: Hostess at Bar Linda
Gender: Female Age: 29
Height: 5'5" Weight: 104 lbs.
Blood Type: A Birth Date: 6/18
Zodiac Sign: Gemini
Where: Bar Linda

Her real name is Kyoko Hayashida and she is a hostess at the Bar Linda. Although she is married to the owner, Hiroyuki, they keep their marriage a secret for reasons known only to them. They originally met 10 years ago at a club in Shinjuku. A friend of Kyoko's introduced her to Hiroyuki, who was working there as a bartender. As their friendship deepened, Kyoko found herself attracted to Hiroyuki's dark side, despite the contravention of her wealthy, overly concerned parents. Realizing she was deeply in love with Hiroyuki, she took a proactive approach to their relationship. They officially began dating one year after they met, but decided to keep their relationship a secret from her family, who, caring only about social status, would have forbidden them from meeting.

Four years later when Kyoko's mother attempted to pay him to leave her, Hiroyuki refused the bribe but made up his mind to leave Kyoko for her sake. However, when Kyoko found out that her mother had tried to bribe him, she asked him to elope with her. They fled to a small town, where they got married at a church with no one in attendance. Although she was a bride with a veil in plain clothes, she was very happy. The couple worked day and night from then on. While is must have been hard for Kyoko, raised in opulence, to adjust, she never complained and often spoke at length on how much better her life felt. Finally, after years of scrimping and saving, they realized their dream by opening a bar in Yokosuka three years ago. Their bar, called "Linda" is in a small two-story building with the bar on the first floor and their small three-room apartment on the second floor. As small as it is, they consider it their dream house.

To hide from her family, Kyoko changed her last name to Hayashi. Their business is mildly successful, well supported by friends and locals who frequent the bar as customers. It is certain they are leading a quiet, happy life and will continue to do so.

Liu En Ling

Role: Wife of Liu Ji You of Liu Barber & Hair Salon
Gender: Female Age: 42
Height: 5'1" Weight: 115 lbs.
Blood Type: B Birth Date: 4/29
Zodiac Sign: Taurus
Where: Liu Barber & Hair Salon

En Ling is a second-generation Chinese born in Japan, and her father is one of the three greatest cooks in Yokohama Chinatown. Her mother is Japanese, so En Ling speaks Japanese fluently, and has always lived a Japanese lifestyle. She can hardly speak any Chinese, but writes and reads a little. Nobody knows she is Chinese until she says her name. After getting married to a barber, Ji You, En Ling became a licensed barber as well. She respects her husband professionally as well as personally. En Ling is well received by their customers and some customers prefer to have their face shaved by her.

Liu Gong Hui

Role: Retired Tailor
Gender: Male
Age: 81
Height: 5'1"
Weight: 93 lbs.
Blood Type: A
Birth Date: 3/10
Zodiac Sign: Pisces
Where: Suzume Park—Residential District

Gong Hui is an old Chinese man who left Shanghai, China, during the end of the Taisho era and moved to Yokohama to start his training as a tailor. He started as a live-in student, and it took him 14 years before he was able to own his own business at the age of 30. Owing a lot to his strict but warm master, he has many good memories and a fine technique. His business ran smoothly and he introduced new technology. He owned a small sewing factory in Yokohama. At the age of 80, he retired and sold off the factory. Though, since his wife died, his son Ji You asked him to live with his family in Sakuragaoka, Yokosuka, he refused because he felt embarrassed by the idea that he would be taken care of by his son. Now he's bought a larger house in Sakuragaoka, and lives there alone as if he were showing it off. He has obtained almost everything that he would want, but his dream of living with grandchildren may not be realized. He seems to be sad about this.

Note

During the event where Ryo is looking for a Chinese person to talk to, Liu Gong Hui will be on a bench in Suzume Park until 08:30. Any other times he goes to the Yamanose Shrine to pray in the morning, and then he heads to Suzume Park. He doesn't return home until 18:00.

Liu Ji You

Role: Owner of Liu Barber & Hair Salon
Gender: Male Age: 42
Height: 5'8" Weight: 152 lbs.
Blood Type: A Birth Date: 10/19
Zodiac Sign: Libra
Where: Liu Barber & Hair Salon

His father is Liu Gong Hui, who worked as a tailor in Yokohama, and his deceased mother was Japanese. At home, they spoke Japanese, but he speaks good Chinese because after graduating from junior high school, he worked for a Chinese barber who was an acquaintance of his father's. After getting married to En Ling 15 years ago, they started saving money to open their own barbershop. Finally, they opened their own shop 10 years ago in Dobuita. To give themselves a competitive edge, they offer a variety of salon services and set their prices slightly lower than Maeda's longer established barbershop. Now they have many regular customers. Bossy at home, Ji You is timid in public, partly because he believes that En Ling is perhaps the better barber and stylist. He doesn't do much around the house so En Ling has to do everything from cleaning the inside of the shop to the cooking and laundry. With his friendly looks, he is considered to be a nice husband in the neighborhood. Recently, they bought a house in Sakuragaoka. Their only concern is that they don't have any children yet.

Mamoru Hattori

Role: Owner of Hattori Sporting Goods
Gender: Male Age: 50
Height: 5'7" Weight: 132 lbs.
Blood Type: AB Birth Date: 5/26
Zodiac Sign: Gemini
Where: Hattori Sporting Goods

The owner of Hattori Sporting Goods, Hattori-san was born and raised in Yokosuka, so he is a true-blue Yokosuka man. He knows Ryo and Iwao because he sells them their gi used for jujitsu practice. He was very shocked by Iwao's death. He is also the coach of a boy's baseball club in the community. He is a kind person, but he sometimes gives too much advice, so the children think he is too bossy (Ryo agrees.) His son works for a company, and his grandson is a surfer. His daughter has married and left home. He lost his wife many years ago so he feels lonely sometimes. When he can afford it, he sometimes closes the shop early to go see baseball games.

Mario Grianni

Role: Owner of Bob's Pizzeria
Gender: Male Age: 48
Height: 6'0" Weight: 265 lbs.
Blood Type: O Birth Date: 9/5
Zodiac Sign: Virgo
Where: Bob's Pizzeria

Mario is the owner of Bob's Pizzeria and loves Japan very much. Alongside his brother, he used to work as a chef at a famous pizzeria in Milan. Five years ago, he came to Japan, the home country of his wife Momoko, and opened his restaurant in Dobuita.

Masaru Aoi

Role: Yaokatsu Produce
Gender Male
Age: 49
Height: 5'4"
Weight: 152 lbs.
Blood Type: AB
Birth Date: 1/22
Zodiac Sign: Aquarius
Where: Yaokatsu Produce

An infamous delinquent since he was small, by the age of 15, Masaru had an air of mischief about him and people called him a "scoundrel." His father was a patriarchal man who had his wife take care of everything, including his vegetable stand, while he simply gambled every day—this was obviously a big influence on Masaru. Together with Shinkichi Noda (Uokichi Seafood), and Hiroshi Tamura (Tamura Quality Meats), he was always looking for fights and beat up almost every other delinquent around Yokosuka and Yokohama. When he was in the second year in high school, his mother collapsed from overwork. This experience had a profound effect on Masaru, causing him to change his ways. He quit school without hesitation and started working at the shop. However, like father, like son, so in a matter of weeks, the two were using up the daily sales of the shop either on drinking or gambling. They continued to live like that for more than 10 years.

One day, his father began to worry about their future. They needed somebody who could manage their family budget properly. Yoshie was considered an ideal wife for Masaru because she is strong enough to smack some sense into him if he really got out of line. She is a good influence on him and he's gradually begun to stay away from gambling. He now prefers to sing with old friends at a karaoke bar, rather than gamble. In the old days, people disliked him because he became a bit rough when he got drunk, nowadays people dislike him because he is a terrible singer who won't pass the microphone once he starts singing.

Daily Routine

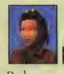
Time	Location
08:00	Yaokatsu Produce
11:30	Inside Yaokatsu Produce
14:30	Yaokatsu Produce
18:20	Inside Yaokatsu Produce
19:00	Nana's Karaoke Bar
21:00	Home (out of range)

Aoi spends his days working at his produce shop in Dobuita. He trades positions with his wife on and off throughout the day, going inside for long periods of time. In the evening you can spot him at Nana's Karaoke Bar before he heads home.

Midori Aizawa

Role: Employee of Water Dragon Thrift Store
Gender: Female Age: 29
Height: 5'4" Weight: 108 lbs.
Blood Type: A Birth Date: 6/17
Zodiac Sign: Gemini
Where: Water Dragon Thrift Store

She is the shop manager of Water Dragon Thrift Store. For a person in the service industry, she doesn't look very friendly. However, she has no interest in anything except her job. She is trying to improve her sales so she can return to the main shop. She has a strong sense of competition—in particular, against the second branch in Akasaka run by Kazuo.



Miki Maeda

Role: Daughter of the Owner of Maeda Barbershop
Gender: Female Age: 20
Height: 5'3" Weight: 108 lbs.
Blood Type: A Birth Date: 4/10
Zodiac Sign: Aries
Where: Maeda Barbershop

Miki, the only daughter of Maeda, the owner of Maeda Barbershop, also works there. She has been close to Ryo since they were children. She obtained a license to become a hairdresser at a technical college in Yokohama, after graduating from high school in Yokosuka. Now she helps her father in the shop but he hopes that his son-in-law will succeed him in his business in the future. Meanwhile, Miki is secretly planning to transform the shop into a beauty parlor. Her favorite aspect of her father is that he is a man who respects a child's liberty as long as the child takes responsibility for her actions. However, she is a little angry that he won't allow her to ride a motorcycle.

Minako Hirano

Role: Part-time Employee of Tomato Convenience Store
Gender: Female
Age: 20 Height: 5'4"
Weight: 104 lbs.
Blood Type: B
Birth Date: 4/16
Zodiac Sign: Aries
Where: Tomato Convenience Store

Minako is a college student who thinks of nothing but overseas trips and shopping for name-brand goods, and her number-one pastime is clubbing. She is well informed and always goes along with anything that's fun and entertaining. She believes that life should be easy for a pretty girl, and follows this concept whenever possible. She devotes a lot of time to her part-time job, skipping classes all the time. She doesn't worry about her grades at all, because she hedges her bets by pouring drinks for her professor at parties, and keeps a string of at least 10 hardworking boys who are always ready to do her homework or take her tests. Despite all these boyfriends, she is always on the lookout for new men. She seems to have her eye on Ryo and considers him strong and good-looking, even though he is still a high school student and younger than her. She dislikes men such as her part-time co-worker, Yohei Kondo, who is gloomy and has no money.

Daily Routine (Weekends and Holidays Only)

Time	Location
08:00	Home
08:50	In front of Global Travel Agency
19:30	Gets on bus at Dobuita Bus Stop
10:10	Off screen
13:30	Exits bus/Smiley Flower Shop/Global Travel Agency/Asia Travel Co./Aida Flower Shop/Honda Drugstore/Water Dragon Thrift Store/Water Dragon 2 Thrift Shop/Hokuhoku Lunch Box/Home

When Minako isn't working, she spends her days wandering Dobuita. She spends her time at the Global Travel Agency in the morning, but in the afternoon she spends her time wandering from shop to shop in Dobuita.

Minoru Asada

Role: Owner of the Daisangen Mahjong Parlor
Gender: Male Age: 50 Height: 5'5"
Weight: 143 lbs. Blood Type: O Birth
Date: 5/16 Zodiac Sign: Taurus
Where: Daisangen Mahjong Parlor

This owner of the Daisangen Mahjong Parlor used to be a legendary mahjong player. When Asada-san was young he was always lucky, so he went on a mahjong trip around Japan to test his luck. After playing against some of the best in Japan, he won a lot of money. It took some time to decide what he'd do with the money, but eventually he decided to open a mahjong parlor in his favorite area, Dobuita. The name of the parlor comes from his favorite hand in mahjong.

Mitsuru Kumeta

Role: Owner of Takara Sushi
Gender: Male Age: 40
Height: 5'10" Weight: 161 lbs.
Blood Type: O Birth Date: 2/26
Zodiac Sign: Pisces
Where: Takara Sushi

This Tokyoite is the owner of the Takara Sushi restaurant. Mitsuru hates dishonesty, is short-tempered, impatient, and a little on the stubborn side. He often started fights when he was young, but he settled down once he started his own business. Nevertheless, he can't stand customers who drink too much or are rowdy. He snarls at these customers, and quips, "This isn't a bar or a pub, it's a sushi restaurant. Go to a bar if you just want to drink!" Some customers are afraid of him, but other patrons highly respect his regard for a proper atmosphere.

Motoyuki Aoki

Role: Manager of Funny Bear Burgers
Gender: Male Age: 34
Height: 5'6" Weight: 137 lbs.
Blood Type: A Birth Date: 2/15
Zodiac Sign: Aquarius
Where: Funny Bear Burgers

This ex-banker started a hamburger shop after resigning from the bank he joined after college. In the early days of the shop, Motoyuki was just an amateur, but he became quite skilled and eventually won the all-Japan hamburger championship, amateur category.

Unfortunately, his marketing skills aren't so great, so no matter how much he invests in developing new products, most wind up failing. His ex-boss from the bank where he used to work supplied the start-up and running capital for his shop. It seems he knows something about his ex-boss that gives him some leverage over him.

Nanako Shinohara

Role: Owner of Nana's Karaoke Bar
Gender: Female Age: 36
Height: 5'3" Weight: 177 lbs.
Blood Type: O Birth Date: 9/22
Zodiac Sign: Virgo
Where: Nana's Karaoke Bar

The owner of Nana's Karaoke Bar, Nanako came to Tokyo from Gifu when she was 18 to become a singer. She quit in obscurity five years later and started working as a hostess at a nightclub. Her cheerful, warm personality allowed her to become the top hostess in the club within two years. She was promoted to an assistant manager three years later and ran the operation well. She married one of her customers from the nightclub, but divorced seven years later when she found out her husband had a mistress. She used the alimony from the divorce settlement to open the karaoke bar. Whenever she gets drunk, she always says, "I've had enough of men. I am happy as long as I can sing."

Natsumi Sakuragi

Role: Fortuneteller and Owner of Lapis
Gender: Female Age: 27
Height: 5'4" Weight: 102 lbs.
Blood Type: A Birth Date: 2/24
Zodiac Sign: Pisces
Where: Lapis Fortune Teller

This popular fortune-teller is regularly written about in popular woman's magazines. Originally, her family ran a grocery store, but after her parents died in a traffic accident, Natsumi closed the store and began telling fortunes there instead. All her neighbors know the truth about her background but keep it secret because her fortune telling is so popular that it draws many customers into Dobuita's shopping district. While magazine features have contributed to her popularity, the main reason is the uncanny accuracy of her predictions.

Noriyuki Tsuruoka

Role: Jupitor's Jackets
Gender: Male — Age: 39
Height: 5'7" — Weight: 146 lbs.
Blood Type: B — Birth Date: 4/21
Zodiac Sign: Taurus
Where: Jupitor's Jackets

Noriyuki worked as a used-car dealer after graduating from high school in his hometown, Yokosuka. Taking advantage of his own tactfulness and charismatic nature, he achieved good sales, but he couldn't get along with his boss and resigned two years later. After bouncing from one job to another, he finally settled on his present job as manager of Jupitor's Jackets, after being introduced to the owner by a friend two years ago. Recently, he started living alone at Tsukushi Apartments in Dobuita. He enjoys his job very much because he has always liked the unique Yokusuka style jackets he sells in the store. Despite his enthusiasm, jacket sales remain sluggish due in part to the depressed economy.

Ryoko Nishizawa

Role: Granddaughter of Keizo Oishi
Gender: Female — Age: 9
Height: 4'1" — Weight: 73 lbs.
Blood Type: A — Birth Date: 7/14
Zodiac Sign: Cancer
Where: Bunkado Antiques

Ryoko is the grandaughter of Keizo Oishi, who owns Bunkado Antiques. She often looks after the shop while her grandfather is away. Being well brought up, she is well mannered and speaks politely for her age of 9. She likes to read. She often reads a book while looking after the shop.

Ryuji Tatsumi

Role: Employee of Water Dragon: Thrift Store
Gender: Male
Age: 26
Height: 5'5"
Weight: 150 lbs.
Blood Type: B
Birth Date: 3/7
Zodiac Sign: Pisces
Where: Water Dragon Thrift Store

Ryuji works at Water Dragon Thrift Store. He has unique tastes in fashion and knows a lot about vintage clothing. Because his taste and style are a bit odd, his shop is not very popular. It is rumored that he also deals in stolen goods.

Santa Maeno

Role: Sandwich Poster Man
Gender Male
Age: 47
Height: 5'11"
Weight: 177 lbs.
Blood Type: AB
Birth Date: 11/7
Zodiac Sign: Scorpio
Where: Dobuita

Santa is a sandwich-board man, walking through Dobuita in the middle of the Christmas holidays to advertise the shops. Walking along the street all day is easy for him because he used to be a marathon runner. More than 20 years have passed since he retired from running, but his legs are still strong.

Satoshi Shinoda

Role: Owner of Global Travel Agency
Gender: Male — Age: 45
Height: 5'8" — Weight: 150 lbs.
Blood Type: A — Birth Date: 4/16
Zodiac Sign: Aries
Where: Global Travel Agency (pg.)

Satoshi is the manager of the Global Travel Agency. He was born and raised in Yokosuka and is a very polite man. The Global Travel Agency is one of the largest travel agencies in Japan and the main office is located in Otemachi. Shinoda was one of the elite employees working there until he became a scapegoat for the company during a scandal. He was transferred to this branch and he is working diligently as usual, without being depressed. He is cheerful and friendly. For a long time after he was transferred, he lived alone, but recently he brought his wife and children from Tokyo so that they could live as a family again.

Shinkichi Noda

Role: Owner of Uokichi Seafood
Gender: Male — Age: 45
Height: 5'6" — Weight: 137 lbs.
Blood Type: O — Birth Date: 7/19
Zodiac Sign: Cancer
Where: Uokichi Seafood

The owner of Uokichi Seafood, Shinkichi's true loves are gambling and karaoke. He is quite obsessed with horseracing even though he has never won much money, he always gets excited at the chance of winning and is never without a betting slip in his hand. Unfortunately, he wastes far too much money when he bets, and he never learned to control his habit. His wife left him 10 years ago after losing patience with him. This came as a great shock to him. Despite this experience, he is still a cheerful person by nature. Regardless of other people's constant concern for him, his gambling has only increased since his wife left him. He sometimes spends all the shop's profits on gambling. He talks like he hails from Tokyo, but he is actually from Yokohama. Although he looks like a heavy drinker, he actually can't handle liquor. After just a few sips of beer, he often starts to feel tipsy and begins rambling on about his past. When it comes to business, he is extremely serious. He is very discriminating about the fish he sells and he manages to maintain reasonable prices, which keeps his customers loyal.

Shinya Onoue

Role: Bus Driver
Gender: Male — Age: 41
Height: 5'10" — Weight: 150 lbs.
Blood Type: A — Birth Date: 4/29
Zodiac Sign: Taurus
Where: Bus Stop

He is the driver of the local bus route that connects Dobuita with the New Yokosuka Harbor. He is an experienced driver who has been driving this route for five years. He is very punctual, too. He is the ideal bus driver who cares about safety and never drives too fast. However, he is a person of few words and is considered rather reserved.

Shiro Kurita

Role: Manager of Kurita Military Surplus
Gender: Male — Age: 25
Height: 5'6" — Weight: 130 lbs.
Blood Type: B — Birth Date: 1/25
Zodiac Sign: Aquarius
Where: Kurita Military Surplus

Hailing from a rich family in Yokosuka that is well known, Shiro has never had a problem with money. He is a military maniac and had hoped to join the Japan Self-Defense Force after graduating from junior high school, but because of his parent's opposition, he gave up on his dream and reluctantly went to high school. After graduating, Shiro decided to go to the National Defense Academy and worked hard to enter, but he was rejected twice. After that, he stayed unemployed, dependent on his parents for living expenses. Shiro's parents encouraged him to get any job he could for appearance's sake, so he opened Kurita Military Surplus with his father's monetary backing. His father owns both the shop and the Okayama Heights apartment building, where Shiro lives. Because he thinks of this shop as just an extracurricular activity, he doesn't mind whether it makes money or not, but does care a great deal about the authenticity of the goods he stocks. He often travels overseas to buy new goods, closing the shop for long periods of time. Recently Shiro started dating Yuriko Kikuchi from the Smiley Flower Shop. While he desires to settle down, he often wonders if he is ready to get married.

Soichi Honda

Role: Honda Drugstore
Gender: Male — Age: 48
Height: 5'10" — Weight: 152 lbs.
Blood Type: A — Birth Date: 8/15
Zodiac Sign: Leo
Where: Honda Drugstore

Soichi Honda is the manager of the Honda Drugstore. After graduating from a college of pharmacy, Honda joined a large hospital as a pharmacist. He worked there diligently for 16 years, but lost his job five years ago. The hospital was forced to shut down after a malpractice suit that resulted from a botched operation. Furthermore, the director was suspected of embezzling government subsidies. Around the same time, Honda's wife and two children left him. His life was in despair, but his friend found a pharmacist job for him at a pharmacy chain store one year later. Though his salary was lower than what he had earned at the hospital, Honda found it was more than sufficient for a single man. When he first heard that the pharmacy was in Dobuita, Yokosuka, he was shocked and almost turned down the job, but now he has recently begun to like the area and has started to enjoy his work.

Susumu Aketagawa

Role: Owner of Yamaji Soba Noodles
Gender: Male — Age: 57
Height: 5'2" — Weight: 150 lbs.
Blood Type: B — Birth Date: 2/10
Zodiac Sign: Aquarius
Where: Yamaji Soba Noodles

Susumu Aketagawa has been producing his special soba (buckwheat noodles) for more than 30 years. He has the utmost confidence in his skill. However, he is concerned about his declining health and wonders if he should retire after giving his student Kiyoshi training on how to knead soba. Aketagawa was 27 when he first learned the art of making soba—10 years after becoming a live-in student. Later he came to realize that it takes 10 years to learn to make soba correctly, taking into account color, cooking, and delivery time. Following the custom of Yamaji Soba Noodles, he has had Kiyoshi deliver his soba for almost 10 years. He secretly hopes that his daughter will marry Kiyoshi and that they will take care of him when he gets older. This is what Aketagawa usually daydreams about while preparing the soba.

Takafumi Mitsuzuka

Role: Owner of Slot House
Gender: Male — Age: 43
Height: 5'11" — Weight: 168 lbs.
Blood Type: AB — Birth Date: 5/7
Zodiac Sign: Taurus
Where: Slot House

Currently the manager of the Slot House, Takafumi resigned from his company three years ago to open this business. He leaves the day-to-day management to Kirino Matsuyama, an employee at the Slot House. Takafumi spends most of his time behind the counter, doing nothing in particular. His only enthusiasm is building plastic models, which he devotes himself to at home.

Takashi Takashiro

Role: Owner of Tattoo Shop
Gender: Male — Age: 29
Height: 5'11" — Weight: 152 lbs.
Blood Type: AB — Birth Date: 4/17
Zodiac Sign: Aries
Where: Dobuita—Okayama Heights Tattoo Shop

Born in Hiroshima, in junior high school Takashi was heavily influenced by movies. Once when he approached a punk to ask about his tattoos, the punk got angry and beat Takashi up for no apparent reason. Luckily, Soroku Kikuchi, a tattoo artist, who happened to be passing by at the time, saved Takashi from serious injury. After this experience, Takashi became interested in tattoos, so he decided to become Kikuchi-san's student.

Although Kikuchi-san believed that tattoos are really just scribble, for some reason, his tattoos were in high demand. Believing that tattoos are an art form, Takashi soon became disenchanted with Kikuchi-san's teachings and when he was 17, Takashi set out on his own. By that time, he could tattoo quite well and earned a fair amount of money tattooing truck drivers. He hitchhiked all the way to Yokohama and began his own student—Shunkichi. Takashi bagan living with Asami, a girl with extraordinary fair skin. He tattooed Asami and himself with the same design, but one day Asami ran away with Shunkichi. After this incident, Takashi began to distrust everyone and moved to Yokosuka to restart his business there. For the past five years, he has been quietly tattooing only those customers who appreciate his designs.

Takeshi Hirai

Role:	Bartender		
Gender:	Male	Age:	32
Height:	5'8"	Weight:	139 lbs.
Blood Type:	B	Birth Date:	11/27
Zodiac Sign:	Sagittarius		
Where:	MJQ Jazz Bar		

Takeshi Hirai used to be a bartender at a prestigious hotel in Yokohama. After quarreling with a floor manager, he was fired and he returned to his hometown, Dobuita, where he opened a cozy, relaxing bar called MJQ Jazz Bar. Attending lavishly to the needs of the customers while listening to his favorite jazz is very satisfying to him. A recent magazine article about the bar has brought an increase of customers. Some of these customers ruin the atmosphere of the bar, which irritates Hirai to no end.

Tao Duo Ji

Role:	Owner of Ajiichi Chinese Restaurant		
Gender:	Male	Age:	50
Height:	5'5"	Weight:	152 lbs.
Blood Type:	B	Birth Date:	3/22
Zodiac Sign:	Aries		
Where:	Ajiichi Chinese Restaurant		

Dou Ji is the owner of the Ajiichi Chinese Restaurant. He is originally from Gaoxiong, Taiwan. When he was 15, he started working as an apprentice chef at a place called Hai Xian Jiu Jia in Hai Feng, Guangdong, China. At the age of 22, Duo Ji came to Japan to work at the Ma Ming Lou, in Yokohama's Chinatown. The day he turned 26, he opened his own restaurant, the Ajiichi Chinese Restaurant, in Yokosuka. He met his wife, Lin Xia, while they were working at Ma Ming Lou together. He sometimes quarrels with Lin Xia, who always dotes on Wang, Duo Ji's apprentice and delivery boy. Duo Ji is very strict about discipline and this is reflected in his cooking. Although a bit stubborn, he is a good man by nature.

Tao Lin Xia

Role:	Wife of owner of Ajiichi Chinese Restaurant		
Gender:	Female	Age:	48
Height:	5'3"	Weight:	110 lbs.
Blood Type:	A	Birth Date:	8/25
Zodiac Sign:	Virgo		
Where:	Ajiichi Chinese Restaurant		

Lin Xia is a chef and waitress at the Ajiichi Chinese Restaurant and the wife of Tao Duo Ji. She was born in Hui Zhou, Guangdong, to a family of chefs. When she was 19 years old, she moved to Yokohama to work at the Ma Ming Lou, where her uncle was working. It is here where she met her husband Duo Ji. She often comments on how beautiful she was in her younger days, but strangely enough, this claim is never confirmed by Duo Ji. The success of the Ajiichi can mainly be attributed to Lin Xia. She took the initiative in the restaurant's early days and added authentic Guangdongese dishes to the menu. She seems to be the head of the family.

Teruhiko Saijo

Role:	Bartender		
Gender:	Male	Age:	42
Height:	5'11"	Weight:	187 lbs.
Blood Type:	AB		
Birth Date:	8/27		
Zodiac Sign:	Virgo		
Where:	Bar Yokosuka		

This bartender at the Bar Yokosuka used to travel around the world as a navigation officer when he was young. Teruhiko Saijo later decided to sever his connections with the industry after he had a dispute with his company over money. He once visited the Bar Yokosuka by chance and fell immediately in love with the place. He has been working as a bartender there ever since. He is good at making cocktails and often develops his own originals.

Toki Aida

Role:	Owner of Aida Flower Shop		
Gender:	Female	Age:	70
Height:	4'11'	Weight:	99 lbs.
Blood Type:	AB	Birth Date:	9/20
Zodiac Sign:	Virgo		
Where:	Aida Flower Shop		

Toki-san is the owner of Aida Florist and the grandmother of Nozomi Harasaki. She was born in Hokkaido. When Toki was 18 years old, she ran away from home and sneaked aboard a ship. She was trying to emmigrate to the USA, however the ship was bound for Yokosuka instead. She was caught and was about to be delivered to the police when Makoto Aida, one of the sailors aboard the ship, helped her. They fell in love at first sight and got married as soon as they arrived at Yokosuka Harbor. Half a year later, the ship he was serving on sank in the Atlantic Ocean. Just before this happened, she discovered she was pregnant with Risa. Without giving in to her sorrow and misfortune, Toki raised her child, while working at a bar in Dobuita. She had many legendary love affairs and became an idol among the men in Yokosuka. She quit working at the bar when her daughter got married and bought the property for a flower shop for which she had been saving steadily. Now she has a peaceful life. Toki seems to think that her granddaughter Nozomi bears a resemblance to her when she was the same age.

Tom Johnson

Role:	Owner of Tom's Hot Dogs:
Gender:	Male
Age:	27
Height:	5'10"
Weight:	177 lbs.
Blood Type:	B
Birth Date:	11/23
Zodiac Sign:	Sagittarius
Where:	Tom's Hot Dogs

Tom, a friendly American who hails from New York, runs a hot-dog stand in Dobuita. He is always dancing to rap and reggae music. The hot dogs he prepares while dancing are authentic American hot dogs. He hitchhiked around the world until he finally decided to settle in Yokosuka. Tom is said to have learned various martial arts from people he met while traveling through Latin America. Due to his strange looks and broken Japanese, some people avoid him, but he is understanding and is a good friend to Ryo.

> **Note**
>
> Tom is in Dobuita most of the time. Once Ryo begins working at the harbor, Tom moves his operation there during the day. He closes the stand at 19:00 every night and returns from the harbor to Dobuita for the remainder of the day.

Toshiki Kagawa

Role:	Thug Who Comes and Goes from Nagai Industries		
Gender:	Male	Age:	32
Height:	5'8"	Weight:	172 lbs.
Blood Type:	B	Birth Date:	8/9
Zodiac Sign:	Leo		
Where:	Nagai Industries		

This senior member of Nagai Industries is not a man of physical strength, but he has earned the fullest confidence of Nagai because of his keen nose for gathering behind-the-scenes information. Thanks to Kagawa's information, Nagai Industries has escaped from police raids seven times and Nagai himself has survived five attacks by hitmen. Even Hasegawa-san, a fellow senior member, admits his superiority. Being a stay-at-home kind of person, Kagawa seldom goes out of the building where Nagai Industries is located. He lives in the same building and has all his meals delivered. He only goes up and down the stairs and hardly steps outside. He is having trouble with his weight due to a lack of exercise.

Tota Yoshino

Role:	Nagai Industries Employee		
Gender:	Male	Age:	39
Height:	5'10"	Weight:	181 lbs.
Blood Type:	A	Birth Date:	1/15
Zodiac Sign:	Capricorn		
Where:	Nagai Industries		

Tota Yoshino is a member of Nagai Industries, and was just released from Abashiri prison after serving a sentence of seven and a half years. He feels indebted to Nagai whom he feels is a paragon of chivalrous spirit. Yoshino is therefore determined to devote his life to Nagai Industries. He seems to have gone through a lot of hard times, but now keeps a low profile and is philosophical.

Toya Hasegawa

Role:	Nagai Industries Employee		
Gender:	Male	Age:	42
Height:	6'0"	Weight:	166 lbs.
Blood Type:	AB	Birth Date:	9/10
Zodiac Sign:	Virgo		
Where:	Nagai Industries		

This employee of Nagai Industries is the right-hand man of Nagai and supervises the younger members. Toya Hasegawa used to be a gambler who traveled around the country. When he met Nagai somewhere in Yokosuka, Hasegawa was attracted to Nagai's personality and pledged loyalty to him over a drink. Despite his tough guy appearance, he lacks the true gangster spirit because he is good-natured at heart.

Wang Guang Ji

Role:	Apprentice at Ajiichi Chinese Restaurant		
Gender:	Male		
Age:	19		
Height:	5'6"		
Weight:	159 lbs.		
Blood Type:	O	Birth Date:	7/8
Zodiac Sign:	Cancer		
Where:	Ajiichi Chinese Restaurant		

Wang Guang Ji is an apprentice working at the Ajiichi Chinese Restaurant. In fact he is the second son of the owner of Hai Xian Jiu Jia, a restaurant in Hai Feng, Guangdong. Because he wished to be trained in Japan, (so he could go sightseeing) Wang was sent to Tao Duo Ji's Ajiichi Chinese Restaurant on his father's recommendation. Because he spent too much of his money before he even left China, Wang had to sell his plane ticket and buy a cheaper ticket for a ship instead. After a long journey, he finally reached Japan. Because he was raised a spoiled child, Wang is too dependent on others. He always goofs around on the job, taking too many breaks (usually drinking sodas and chatting) whenever he goes out for deliveries. For that reason, Tao, who is particularly strict about manners and service, often yells at him.

Daily Routine

Time	Location
08:00	Home
09:00	Inside Ajiichi Chinese Restaurant
11:30	Out of range
13:45	Inside Ajiichi Chinese Restaurant
17:00	Out of range
18:45	Inside Ajiichi Chinese Restaurant
21:00	Inside Ajiichi Chinese Restaurant
21:30	Home

Except for the times when Wang is completely out of the area, you can find him inside of the Ajiichi Chinese Restaurant.

You may occasionally spot him on his bike going out on or coming back from food deliveries. During certain special events you'll also find him standing near the soda machine near Nagai Industries.

Xia Xiu Yu

Role: Owner of Russiya China Shop
Gender: Female — Age: 60
Height: 5'1" — Weight: 106 lbs.
Blood Type: B — Birth Date: 10/9
Zodiac Sign: Libra
Where: Russiya China Shop

The owner of the Russiya China Shop, Xiu Yu is from Quan Zhou, Guangdong. When she was a child, her family moved to Hong Kong with her father's trading business. Schooled in England, in keeping with her father's doctrine that only cosmopolitan people can be successful in the modern world, she is a well-educated woman. After her elder brother died in the "Japan-China Incident," her father's expectations for a successor to the family business shifted to Xiu Yu. She was married at the age of 22 to a man named Ong, who worked under her father. They have a son and a daughter. At the age of 42, Xiu Yu came to Japan with her son's family. Taking advantage of her fluent Japanese, she started a business in Japan. She dealt in antique imports and exports in Yokohama for a while and her son opened the Russiya China Shop in Yokosuka. Her son and daughter-in-law are currently residing in the U.S. on business, so Xiu Yu is taking care of her grandson, Gao Wen. She loves the child deeply, and spoils him, but she's strict about teaching manners and proper social conduct.

Xia Gao Wen

Role: Grandson of Xia Xiu Yu, Owner of Russiya China Shop
Gender: Male — Age: 5
Height: 3'8" — Weight: 49 lbs.
Blood Type: B — Birth Date: 7/10
Zodiac Sign: Cancer
Where: Russiya China Shop

Xia Gao Wen is the first grandson of Xia Xiu Yu, the owner of the Russiya China Shop. He was born in Yokohama and is a third generation Chinese living in Japan. He is the only son of Xia Shun Wen. Because he was born and grew up in Japan, Gao Wen doesn't think of himself as Chinese, but he speaks Chinese and Xiu Yu encourages him to use it daily. Although he cries easily, Gao Wen is a nice, friendly child who plays with anybody. He's a bit envious of other children who have brothers and sisters, so he tries to influence his parents by constantly commenting, "I want a baby sister" at every opportunity.

Yoko Minato

Role: Hostess at Bar Yokosuka
Gender: Female
Age: 42
Height: 5'3"
Weight: 110 lbs.
Blood Type: O
Birth Date: 3/24
Zodiac Sign: Aries
Where: Bar Yokosuka

Minato-san is the owner of Bar Yokosuka, but the management of the club is handled by Saijo-san. She moved to Dobuita 10 years ago without any clear intentions, but then suddenly decided to open this bar. It seems that she and Iwao have met sometime in the past, but ever since his murder, she refuses to talk about him. Nobody knows what happened between them.

Daily Routine

Time	Location
10:00	Home
10:30	Tomato Convenience Store
11:00	Smiley Flower Shop
11:30	Inside Bar Yokosuka
17:00	Outside Bar Yokosuka

Yoko starts her day by shopping at the Tomato Convenience Store and the Smiley Flower Shop before heading to Bar Yokosuka at 11:30. At 17:00, she stands outside the Bar Yokosuka and greets passersby.

Yoshie Aoi

Role: Yaokatsu Produce
Gender: Female — Age: 40
Height: 5'4" — Weight: 110 lbs.
Blood Type: O — Birth Date: 8/20
Zodiac Sign: Leo
Where: Yaokatsu Produce

Born in a suburb of Yokosuka, Yoshie started working at a credit bank as an accounting clerk after graduating from high school. She met the Yaokatsu owner, her predecessor and future father-in-law, who was at the time looking for a capable wife for his son. He was enamored of Yoshie, and after a lot of effort, he convinced Yoshie to marry his son when she was 23. Yoshie had a baby boy when she was 25 and has worked alongside her husband Masaru at Yaokatsu Produce ever since. Ever since her father-in-law died 10 years ago, Yoshie gives Masaru a hard time whenever he tries to use the shop's profits for gambling on pachinko and betting on the horses—exactly as his father would have wished. Yoshie and Masaru's only son, 15-year-old Hiroshi, (Yoshie believes Hiroshi's name in Japanese stands for "doctor" while Masaru believes it means "gamble") was sent to a boarding school in England by his mother to prevent him from ruining his future by becoming a gambler like his father.

Yoshifumi Hato

Role: Bartender
Gender: Male — Age: 37
Height: 5'8" — Weight: 150 lbs.
Blood Type: AB — Birth Date: 7/21
Zodiac Sign: Cancer
Where: Heartbeats Bar

Yoshifumi is the manger of Heartbeats Bar. He never talks about himself so no one knows about his past or when and why he opened the bar. He has his own standards and judges everything by that measure. He shows a sort of affection toward so-called "outsiders" and for this reason, many "outsiders" like hanging out at his bar. He hates so-called "square" (normal) people with a passion. Rumor has it that Yoshifumi is involved in illegal activities such as drug dealing, but no one knows for sure.

Yuji Nito

Role: Owner of You Arcade
Gender: Male — Age: 41
Height: 5'5" — Weight: 148 lbs.
Blood Type: O — Birth Date: 4/26
Zodiac Sign: Taurus
Where: You Arcade

The You Arcade owner, Yuji Nito, lives in Maison de Ishikawa. He opened the arcade three years ago, but he himself isn't much of an arcade game player. Because of this, Nito-san doesn't keep up with the latest games and doesn't get new machines until his customers tell him to. He has set up various businesses in the past, but they all ended in failure. He started this arcade business, his last chance, by getting multiple loans. What he has achieved is owed mainly to his wife, who has been very supportive, both openly and in secret. They have been married for 10 years and live happily, although they are still childless. Nito-san's wish is to pay off all of their debts and live a life of leisure, traveling the world with his wife.

Yuka Komine

Role: Daughter of Hiromi Komine
Gender: Female — Age: 5
Height: 3'7" — Weight: 49 lbs.
Blood Type: B — Birth Date: 5/16
Zodiac Sign: Taurus
Where: Komine Bakery

Yuka is the only daughter of the owners of the Komine Bakery. She is always playing near the shop so that her father can keep an eye on her. Her mother is a busy editor who frequently works long hours away from home. Yuka is a sweet child who loves her father and thinks that his bread is the best in the world. However, like most children, she is easily bored with eating the same bread, so lately she has started pestering her father to make some new recipes. Her new favorite foods are pizza, hamburgers, and hot dogs, so she eats them whenever she can. However, because only competing stores sell these foods, she can't eat them often enough to be satisfied. Being so young, she doesn't seem to realize that these foods also contain bread.

Yuriko Kikuchi

Role: Employee of Smiley Flower Shop
Gender: Female — Age: 23
Height: 5'5" — Weight: 104 lbs.
Blood Type: A — Birth Date: 4/10
Zodiac Sign: Aries
Where: Smiley Flower Shop

Yuriko's father is a banker, who frequently moves from town to town on business. She was born in Nagoya, stayed in Osaka during her elementary school days, and came to Yokosuka when she was in junior high school. When she was in her third year of high school, her family moved to Fukuoka, leaving Yuriko behind to continue her education. She started living alone at Oiwa Apartments in Dobuita. When Yuriko was a college student, she worked part-time at the Smiley Flower Shop and had the full confidence of the shop owner, Nemoto-san. She has continued working for the florist after she graduated from college and many neighbors believe that she is the owner of the shop. She is very comfortable in her surroundings and has started thinking that it may be nice to remain and grow old in Dobuita. Her boyfriend is Kurita-san from the Kurita Military Surplus. She knows Ryo because she has scolded him when she's caught him fighting or being bad. Ryo thinks of Yuriko as if she were an older sister.

Nonworking Characters in Dobuita

You encounter the following are characters in Dobuita, but none of them actually work there. This may make them harder to find, because they spend most of their time walking around.

Akihito Anzai

Role: Passerby
Gender: Male — Age: 43
Height: 5'9" — Weight: 150 lbs.
Blood Type: O — Birth Date: 12/23
Zodiac Sign: Capricorn
Where: Dobuita

After graduating from junior high school, Akihito Anzai joined a sumo stable and trained to become a sumo wrestler. Soon he realized that he could no longer continue the training and ran away from the place. Since then, he's had a variety of transient jobs and eventually he arrived in Dobuita. He is not frivolous, but rather an impatient, weak-willed person.

Akio Enoki

Role: Truant High School Student Who Loathes the Sight of Ryo
Gender: Male — Age: 18
Height: 5'8" — Weight: 137 lbs.
Blood Type: A — Birth Date: 6/24
Zodiac Sign: Cancer
Where: Dobuita

Akio Enoki is a delinquent high school student hanging around Dobuita. He calls himself the leader of his gang and provokes Ryo into a fight whenever he sees him. But Enoki has never beaten Ryo. Although Enoki looks as if he hates all living things, he loves animals and is often seen around midnight feeding Megumi's stray kitten that lives at the Yamanose Shrine. He always has a twig in the corner of his mouth.

Bob Dickson

Role: Bar Patron
Gender: Male Age: 29
Height: 5'9" Weight: 179 lbs.
Blood Type: A Birth Date: 5/24
Zodiac Sign: Gemini
Where: Event Only

Bob is one of the sailors who hangs around with Tony and Smith. He is a friendly, cheerful, and good-natured person from a small town in Idaho. Due to this bond with the others, he is also involved in their seedy dealings even though he feels uncomfortable because what they do is illegal. He likes playing pool and fishing.

Cathy Wilkins

Role: Extra
Gender: Female
Age: 21
Height: 5'9"
Weight: 102 lbs.
Blood Type: A
Birth Date: 12/28
Zodiac Sign: Capricorn
Where: Dobuita

Considering her drop-dead looks, it's hard to tell, but Cathy Wilkins is actually a military police officer belonging to the Seventh Fleet. Her mission is to keep tabs on and control the rowdy navy men who frequently cause disturbances while drunk in the neighborhood of Dobuita, Yokosuka.

Daily Routine

Time	Location
10:00	Outside Global Travel Agency/Aida Flower Shop/Next to Asia Travel Co./Yamaji Soba Noodles
12:30	Unknown
15:30	Tamura Quality Meats/Yaokatsu Produce/Hirata Tobacco Shop/Bob's Pizzeria

Cathy walks around Dobuita throughout the day looking for rowdy sailors. She disappears in the afternoon after having lunch, and perhaps she's reporting back to the fleet. Then she returns in the evening just before the bars open, so she can keep a close eye on Dobuita's red-light district.

Dick Philips

Role: Hired by Jimmy to Attack Ryo
Gender: Male Age: 46
Height: 6'1" Weight: 194 lbs.
Blood Type: A Birth Date: 3/14
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

Philips is a foreigner whose nickname is "Red Nose Dick." The origin of the nickname is because his nose turns red when he drinks. He likes alcohol, but isn't a very heavy drinker. Once in a while, he is seen in Dobuita, very drunk. He has been a sailor for 12 years and serves aboard the same ship as Harry and the others.

Eiko Kusano

Role: Extra
Gender: Female Age: 16
Height: 5'1" Weight: 102 lbs.
Blood Type: A Birth Date: 9/25
Zodiac Sign: Libra
Where: Dobuita

A student at a girl's private high school, Eiko can't explore very far. She travels to Dobuita frequently during her winter holidays. She enjoys walking around the crowded, lively Dobuita that is quite different from the quiet residential area where her school is located. Rather shy with strangers, she replies curtly when spoken to. This may be because she has been staying at the boarding school too long.

Genzo Todaka

Role: Extra
Gender: Male Age: 77
Height: 5'2" Weight: 108 lbs.
Blood Type: A Birth Date: 2/25
Zodiac Sign: Pisces
Where: Dobuita

This ex-fisherman quit fishing several years ago because of his deteriorating physical strength. Tokada-san started living in Yokosuka soon afterward. He is originally from Kushiro, Hokkaido, but after his wife died, he came to Yokosuka to live with his daughter's family. During the day, he usually takes care of his grandson, Seiya Kumagai, and strolls around Dobuita with him.

Gilbert Flakes

Role: Playing Billiards at MJQ Jazz Bar
Gender: Male Age: 25
Height: 6'0" Weight: 155 lbs.
Blood Type: O Birth Date: 3/20
Zodiac Sign: Pisces
Where: MJQ Jazz Bar

Gilbert Flakes is a civilian base worker at the U.S. military base in the vicinity of Yokosuka. His favorite pastime is shooting pool. He often goes to the MJQ Jazz Bar with his partner Wilson to play pool for money. He is far better than Wilson, and has won 12 games in a row.

Harry Thompson

Role: Hired by Jimmy to Attack Ryo
Gender: Male Age: 31
Height: 5'10" Weight: 192 lbs.
Blood Type: AB Birth Date 4/24
Zodiac: Sign Taurus
Where: Event Only

Harry is the leader of a gang of foreign sailors. He is a roughneck, but can be a friendly person when he decides to be. He learned martial arts when he was in the Navy and made a living as a street fighter for a while after being discharged from military service. He racked up a legendary 98 consecutive victories in his hometown in Texas. His pals call him "crazy Harry" because once he gets angry, nobody can handle him.

Harue Okuno

Role: Extra
Gender: Female Age: 17
Height: 4'11" Weight: 106 lbs.
Blood Type: B Birth Date: 3/28
Zodiac Sign: Aries
Where: Dobuita

Ever since making an autonomous decision to quit high school, Harue has been studying full-time for her high school equivalency and college entrance exams. Because she concentrates exclusively on her studies throughout the evening and well into the night, she finds it helpful to take long walks around Dobuita during the day for a change of pace. While she was still in school she was a member of the softball team, so occasionally she can be seen window shopping at Hattori Sporting Goods.

Hiroko Tahashi

Role: Extra
Gender: Female Age: 25
Height: 5'4" Weight: 128 lbs.
Blood Type: A Birth Date: 7/16
Zodiac Sign: Cancer
Where: Dobuita

This unemployed young woman wanders around Dobuita day after day, seeking the meaning of life. Hiroko Tahashi is, as expressed in Japanese, a "Freeter" or a job-hopping part-time worker. She applies for positions through classified ads or fliers, gets the job, and quits within a week. She has never worked at one place for longer than one week. She is rather infamous with the shopkeepers in Dobuita.

Jones Henders

Role: Hired by Jimmy to Attack Ryo
Gender: Male Age: 40
Height: 6'0" Weight: 232 lbs.
Blood Type: B Birth Date: 6/5
Zodiac Sign: Gemini
Where: Event Only

Jones is a sailor serving aboard the same ship as Harry. He takes good care of his mustache to make up for his bald head. He is violent and unsociable, but can be warm to his friends once he gets close to them. He met Harry by losing to him in a street fight. They then became friends and started hanging out together.

Koji Yabe

Role: Biker
Gender: Male
Age: 24
Height :5'10"
Weight: 172 lbs.
Blood Type: B
Birth Date: 4/17
Zodiac Sign: Aries
Where: Dobuita

Koji is a friend and fellow motorcyclist of Shingo Mochizuki. He is both short-tempered and mean. He tunes his own motorcycle and boasts about it, just like Shingo. He sticks to Shingo like glue and the two are always hanging around together. He is almost always rude when talking to people, except when addressing skilled mechanics such as Ono-san.

Daily Routine

Time	Location
10:00	Bike Parking Lot
11:00	You Arcade
13:00	Hot rodding on bikes
14:00	In front of Funny Bear Burgers
14:30	Next to Knocking Motorcycle Shop

Koji always rides into town in the morning and heads straight to the arcade. After playing games for a while he hops on his bike and rides through town before grabbing a burger for lunch. In the evenings he spends his time working on his one true love, his bike.

Kosaku Shirono

Role: Drunk
Gender: Male Age: 49
Height: 5'10" Weight: 172 lbs.
Blood Type: A Birth Date: 9/18
Zodiac Sign: Virgo
Where: Dobuita

Kosaku Shirono owns an electrical appliance shop near Dobuita. At night, he gets drunk and loiters around the arcade. He worked at an electronic equipment manufacturer until 10 years ago. He spent all of his retirement money setting up his new business, but he isn't making much in sales yet. Shirono-san has been trying to figure out a way to improve the sales of his shop while drinking his favorite sake, but he just ends up getting drunk. He never seems to learn a lesson from this experience.

Kyoko Takai

Role: Extra
Gender: Female Age: 17
Height: 5'1" Weight: 104 lbs.
Blood Type: AB Birth Date: 5/15
Zodiac Sign: Taurus
Where: Dobuita

Kyoko is a student at the same high school as Eiko Kusano, and often walks around Dobuita with her. She and Eiko have been friends since they were small children. They are both academically at the head of their class. Actually, Kyoko is supposed to be one year ahead of Eiko at school, but she was absent from school for a long time due to illness, so they are classmates now. Her favorite place in Dobuita is the Smiley Flower Shop, and she often drops by. Like Eiko, she is also shy with strangers and gives a curt reply if someone she doesn't know speaks to her.

Lidia Bennett

Role: Extra
Gender: Female | Age: 30
Height: 5'7" | Weight: 143 lbs.
Blood Type: B | Birth Date: 7/15
Zodiac Sign: Cancer
Where: Dobuita

This quiet but sweet young lady came to Japan on her own to try to locate her sister who went missing in Yokosuka last year. Lidia has spent her entire life savings for this purpose. She walks around Dobuita every day, searching for clues to her sister's disappearance.

Lin Xiang Xuan

Role: Extra
Gender: Male | Age: 77
Height: 5'1" | Weight: 104 lbs.
Blood Type: B | Birth Date: 7/30
Zodiac Sign: Leo
Where: Dobuita

Lin Xiang Xuan is an old man who appears out of nowhere in Dobuita, settles in the park, then later disappears and doesn't show up for several months. Nobody knows who he is, but housewives say that he mumbles in some foreign language, such as Chinese. He could be one of the Chinese people living in Dobuita. Because he hardly talks when spoken to (perhaps speaking is very difficult for him), nobody can verify whether or not he wants help. He is a rather difficult man to deal with.

Lu Tang Chen

Role: Extra
Gender: Male | Age: 35
Height: 5'10" | Weight: 155 lbs.
Blood Type: B | Birth Date: 12/19
Zodiac Sign: Sagittarius
Where: Dobuita

This is the man in a suit who is always standing in front of Nagai Industries. Actually, Lu Tang Chen wishes to become a member of Nagai Industries because he is attracted by their noble image. He left his hometown Lushun, China, and smuggled himself into Japan 15 years ago so he also speaks fluent Japanese. Once, he had connections with a Chinese cartel but, being a man of old-fashioned integrity, he couldn't accept their way of thinking, for they had no rules or honor. When Tang Chen learned about the Japanese concept of ninkyo-do (Yakuza chivalry) he decided he had to join. Tang Chen is always asking himself how he can improve his image. As a result of this self-assessment, he came to rely on two concepts. One is, "Men should be strong." Although Tang Chen is strong, he abhors violence. His other concept is, "Men should be patient." Tang Chen will keep standing there, regardless of the weather, until the day Nagai will accept him.

Unfortunately, without any relatives, guardian, or referee, Tang Chen will not be easily accepted by Nagai. Still, Tang Chen will not give up and goes there every day.

Michiko Miyoshi

Role: Extra
Gender: Female | Age: 42
Height: 5'3" | Weight: 106 lbs.
Blood Type: AB | Birth Date: 9/20
Zodiac Sign: Virgo
Where: Dobuita

Michiko is a representative of Kateisha, a maid-service agency catering to the area of Dobuita and Sakuragaoka. She is also a skilled helper, but concentrates on recruitment to cope with the current labor shortage.

Mitsuko Mitsura

Role: Extra
Gender: Female | Age: 30
Height: 5'4" | Weight: 110 lbs.
Blood Type: B | Birth Date: 2/18
Zodiac Sign: Aquarius
Where: Dobuita

This housewife lives in Minato-ward, Tokyo, but travels to Dobuita to purchase dumplings from the Ajiichi Chinese Restaurant because her husband is exceedingly fond of them and constantly asks her to buy them for him. After several trips, Mitsuko became enamored with the various shops, and now enjoys making the trip.

Mitsuru Iwata

Role: Drunk
Gender: Male | Age: 33
Height: 5'11" | Weight: 170 lbs.
Blood Type: A | Birth Date: 7/28
Zodiac Sign: Leo
Where: Dobuita

He is a drunk who loiters around Dobuita at night. In the daytime, he works at a trading company that is a 10-minute walk away from Dobuita. He is an assistant manager whose only forte is diligence. Three years ago he married his co-worker, ago after a passionate love affair. Now they have a two and a half year old boy and should be very happy. Nevertheless, he gets drunk almost everyday, perhaps because he is unhappy with his job.

Osamu Murakawa

Role: Extra
Gender: Male | Age: 38
Height: 5'8" | Weight: 150 lbs.
Blood Type: AB | Birth Date: 5/16
Zodiac Sign: Taurus
Where: Dobuita

Osamu, an officer from the regional police force, is in the area to monitor things around the neighborhood of Dobuita and collect information on large-scale drug smuggling. Because of his impressive physical strength, he used to work for the riot police. Wanting to use his brains, he had himself transferred from the harbor area.

Paulo McCoy

Role: Foreign Hoodlum
Gender: Male | Age: 41
Height: 6'0" | Weight: 249 lbs.
Blood Type: O | Birth Date: 3/8
Zodiac Sign: Pisces
Where: Event Only

This foreigner lives in Yokosuka, but he is not a sailor. Paulo is a small-scale buyer engaged in the trading business. Paulo can often be seen with Harry and his fellow sailors and he looks like he's used to fighting. It's possible that his being a buyer is just a cover, and that he's actually a bouncer for a bar.

Rena Isayama

Role: Sophomore in High School
Gender: Female | Age: 16
Height: 5'1" | Weight: 106 lbs.
Blood Type: A | Birth Date: 2/26
Zodiac Sign: Pisces
Where: Dobuita

Rena is a friend of Yumiko Minamino and a notorious troublemaker. Growing up in a poor family environment, she started her misconduct when she was a junior high school student. The only family member she is kind to is her grandmother, who has been taking care of her for a long time. She has been close to Mai Sawano, daughter of the owner of Hokuhoku Lunches, for years and recently made her a member of her gang. Though she is only 16 years old, she is dangerous, and she conceals a sharp razor blade in the sleeve of her school uniform.

Robert Wells

Role: Hired by Jimmy to Attack Ryo
Gender: Male | Age: 37
Height: 6'0" | Weight: 192 lbs.
Blood Type: A | Birth Date: 7/15
Zodiac Sign: Cancer
Where: Event Only

Robert is a Hispanic sailor from Mexico serving aboard the same ship as Harry. He has known Harry for more than five years. Though he is cheerful most of the time, he becomes quiet when he gets angry. He is a good boxer and his light footwork technique wins him a lot of street fights. He likes to think of himself as a stylish, classy guy, so he always takes the utmost care with his hairstyle and mustache.

Rumiko Ishiwatari

Role: Extra
Gender: Female | Age: 46
Height: 5'1" | Weight: 104 lbs.
Blood Type: B | Birth Date: 9/7
Zodiac Sign: Virgo
Where: Dobuita

At a glance, Rumiko looks like an ordinary housewife on her way home from shopping. She is really a police informer, however, who is more familiar with the goings on in Dobuita than anybody else. "Rumi of Dobuita" means the most reliable source of information for detectives at the Yokosuka Police Station. She seems to be keeping an eye on Nagai Industries these days.

Sachiko Okae

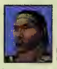
Role: Extra
Gender: Female | Age: 20
Height: 5'4" | Weight: 128 lbs.
Blood Type: O | Birth Date: 10/1
Zodiac Sign: Libra
Where: Dobuita

Sachiko, a high school graduate, who aims to get accepted into Waseda University, failed the entrance exams last year and is currently studying hard to try again this coming year. Because it is hard for her to concentrate on her studies in the daytime, she can usually be found wandering around Dobuita. She is seldom seen visiting any particular stores because she prefers to just walk around. An introverted person by nature, Sachiko finds it difficult to talk to people, so her replies can sometimes seen curt or unfriendly.

Seiya Kumagai

Role: Extra
Gender: Male | Age: 9
Height: 3'11" | Weight: 66 lbs.
Blood Type: A | Birth Date: 3/26
Zodiac Sign: Aries
Where: Dobuita

Seiya is a boy living in Yokosuka. Both his parents work and come home late. So, without friends around the same age, he is taken care of by his grandfather, Genzo Todaka (his mother's father.) He knows Ryo to some extent and talks to him readily. He is afraid of strangers, however, and he won't talk to other children his age if Todaka is not around.



Shingo Mochizuki

Role: Biker | Gender: Male
Age: 26 | Height: 5'10"
Weight: 177 lbs. | Blood Type: O
Birth Date: 9/17 | Zodiac Sign: Virgo
Where: Dobuita

This "tough-guy" biker can usually be found playing games at the You Arcade. He is the only person who can handle his specially tuned motorcycle. Shingo is a well-known speed maniac and the informal leader of his own motorcycle gang. He secretly hopes to lure Ryo into his gang because he recognizes Ryo's potential as a fighter.

Shoko Usui

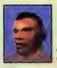
Role: Young High School Girl in Uniform
Gender: Female
Age: 17 Height: 5'3"
Weight: 108 lbs.
Blood Type: B
Birth Date: 8/22
Zodiac Sign: Leo
Where: Dobuita

Shoko is a high school student who walks around Dobuita with Yumi Morino everyday. She is a serious student and a coward, so she has no interest in gangs, let alone trying to get into one. She follows Yumi reluctantly because she knows she should keep an eye on her friend.

Daily Routine

Time	Location
09:00	Home/Funny Bear Burgers/Honda Drugstore/Bunkado Antiques/Hirata Tobacco Shop/Komine Bakery
13:00	Unknown
16:15	Jupitor's Jackets/Water Dragon Thrift Store/Funny Bear Burgers/Home

Shoko and Yumi spend their entire day wandering around Dobuita and visiting various shops. Shoko leaves the area in the middle of the day for several hours, but she always returns in the evening to do a bit more shopping before going home.



Smith Bradley

Role: Foreign Boat Hand
Gender: Male Age: 27
Height: 6'4" Weight: 232 lbs.
Blood Type: AB Birth Date: 3/18
Zodiac Sign: Pisces
Where: Event Only

Smith is a sailor from Colorado. He's known Tony for more than five years and they always hang out together. He is a short-tempered ex-marine who earned a dishonorable discharge for punching a superior officer. Since he became a sailor, he hasn't lost his temper, but he still gets angry very easily. He drinks as much as Tony does but his favorite drink is scotch whiskey.

Takeshi Sera

Role: Jimmy Yan's Henchman
Gender: Male Age: 33
Height: 5'8" Weight: 152 lbs.
Blood Type: AB Birth Date: 7/11
Zodiac Sign: Cancer
Where: Event Only

This thug speaks English fluently and hangs around with a gang of foreign sailors of which Tony is the leader. He deals in many illegal things with the sailors and is responsible for putting many contraband goods on the black market. The police have their eye on him, but he is sly enough to get away with it.

Tetsuya Nagashima

Role: High School Delinquent
Gender: Male Age: 18
Height: 5'7" Weight: 124 lbs.
Blood Type: O Birth Date: 11/12
Zodiac Sign: Scorpio
Where: Event Only

Tetsuya is a delinquent high school student who follows Akio Enoki. He looks like a real tough-guy, but in fact, he is weak both physically and emotionally. He's uncomfortable when not accompanying somebody strong, so he sticks to Akio when in Dobuita, and to Goro, a hoodlum and graduate from the same school, when in New Yokosuka Harbor. Recently he has begun to feel disgusted with himself, so he intends to reform and start a new life after graduation.

Tony Abrams

Role: Boat Hand
Gender: Male Age: 29
Height: 6'3" Weight: 203 lbs.
Blood Type: B
Birth Date: 11/16
Zodiac Sign: Scorpio
Where: Event Only

Tony, a sailor from San Francisco is very conceited and is always looking down on other people. When he gets drunk, he plays pranks on people or becomes violent, so even many of his friends dislike him. Because he is a bodybuilder, he is very confident about his strength and has no qualms about becoming aggressive. His favorite drink is a strong bourbon whiskey. The one person he gets along well with is Bradley, his co-worker and friend for the past five years.

Wilson Bonnett

Role: Playing Billiards at MJQ Jazz Bar
Gender: Male Age: 28
Height: 6'2" Weight: 177 lbs.
Blood Type: AB Birth Date: 6/14
Zodiac Sign: Gemini
Where: MJQ Jazz Bar

He is a civilian base worker at the U.S. military base near Yokosuka. He often visits the MJQ Jazz Bar with Gilbert. Being short-tempered and unable to concentrate, he always loses in pool to Gilbert, who stays calm at all times. He always has to buy Gilbert a drink when he loses.

Wu Li Xian

Role: Works in Construction Office
Gender: Male Age: 48
Height: 5'5" Weight: 159 lbs.
Blood Type: B Birth Date: 1/4
Zodiac Sign: Capricorn
Where: Dobuita

Li Xian trained under the tailor Liu Gong Hui who was a member of the Three Blades. He came to Japan, accompanied by Yong Zhu Yan, a younger student who was from the same country. However, Zhu Yan quit training soon after. Li Xian wanted to continue his training, but he left the place together with Zhu Yan, feeling responsible for his dropping out. Then they started to work at a factory. He still respects Liu Gong Hui. He would like to continue living in Japan, but he knows he should be saving money to build a large house for his parents, brothers, and sisters who are waiting for him in China, otherwise Zhu Yan would get angry with him. He is supposed to work hard for five more years, but he actually doesn't care at all. He is practicing a Japanese way of life by spending what he has every night.

Yong Zhu Yan

Role: Works in Construction Office
Gender: Male Age: 37
Height: 5'7" Weight: 150 lbs.
Blood Type: A Birth Date: 10/18
Zodiac Sign: Libra
Where: Dobuita

When he was young, Zhu Yan trained under Liu Gong Hui, a tailor who was a member of the Three Blades. He decided to come to Japan, persuaded by Wu Li Xian, a friend whom he adored like a brother. However, he made no progress at all because he wasn't very good with his fingers and couldn't save much money. He decided to work at a factory to make better pay. He still respects Liu Gong Hui, but it looks like he doesn't have what it takes to be a tailor. His present wish is to save a lot of money and build a large house for his parents, brothers, and sisters in China. Initially he assumed that it would take three years at most, but his plan was changed to five years as he spends a fair amount of money on drinking in Dobuita. Realistically, it may take seven years or longer.

Yoshihito Nishii

Role: Regular Customer at the Slot House
Gender: Male Age: 26
Height: 5'10" Weight: 152 lbs.
Blood Type: B Birth Date: 2/16
Zodiac Sign: Aquarius
Where: Slot House

This constant visitor at the Slot House is a mysterious player who seems totally immersed in the slot machines. He is convinced that he can eventually make a fortune by hitting the jackpot, but people almost never get rich by betting on slot machines. He doesn't seem to realize this and has no one to tell him.

Yukio Satake

Role: Owner of Tofu Shop
Gender: Male Age: 43
Height: 5'5" Weight: 126 lbs.
Blood Type: O Birth Date: 1/21
Zodiac Sign: Aquarius
Where: Dobuita

Yukio is a man of mystery who appears from nowhere when it's dark and wanders around Dobuita. He is actually a tofu maker living in a neighboring town. He is looking for a suitable place for his second shop in Dobuita, where there is no tofu shop.

Yumi Morino

Role: Young High School Girl in Uniform
Gender: Female Age: 16
Height: 5'3" Weight: 106 lbs.
Blood Type: O Birth Date: 6/12
Zodiac Sign: Gemini
Where: Dobuita

Yumi is an ordinary high school student, walking around Dobuita every day. She is tempted to join a gang but can't quite take the plunge. She wonders if she will be satisfied by that lifestyle. That's why she hasn't crossed the line yet. She doesn't think that they look cool at all. For her friend Shoko Usui, who has to accompany her all the time, it causes a great deal of trouble.

Yumiko Minamino

Role: Classmate of Rena Isayama
Gender: Female Age: 17
Height: 5'1" Weight: 106 lbs.
Blood Type: O Birth Date: 9/17
Zodiac Sign: Virgo
Where: Dobuita

Yumiko is the leader of a tough girl gang. She always skips classes and loiters around the streets with Rena Isayama, trying to find prey. They threaten girls from other schools and rob them of their money. The police have caught her many times and that's why the guidance section of the local police knows her activities pretty well. Being wicked and cold-hearted, she doesn't mind fighting using a rod or steel pipe, let alone using foul language.

Characters Who Can Be Found at the New Yokosuka Harbor

The following characters can be found around the New Yokosuka Harbor at various times throughout the day. Many of them are just visiting during the day and head back to Dobuita at night.

Goro Mihashi

Role: Thug
Gender: Male
Age: 18
Height: 5'11"
Weight: 177 lbs.
Blood Type: A
Birth Date: 7/9
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He calls himself "Harbor Goro." He always shows up with a call of "Yo Bro," despite the gender of the person he is addressing. He used to attend the same local high school as Akio Enoki and Tetsuya Nagashima, and was the leader of their

gang before Akio. He was expelled from school when he took full responsibility for the trouble his gang had with other schools' gangs. Since then, he has been wandering around the harbor, extorting money from any sucker who looks like easy prey. Whenever prospective prey spots him approaching, he always confronts them with, "You looking at me?" He then starts a fight by head-butting them. Even though he seems violent, he dreams of marrying his girlfriend Mai, and having a happy family with about 10 children. His wildest dream is to form his own baseball team with his children.

Daily Routine

Time	Location
09:00	Gets off bus at Harbor Bus Stop
10:15	In front of the Alpha Trading Office entrance—in front of the harbor cafeteria—in front of central pier (loop)
20:00	Gets on bus at Harbor Bus Stop

Goro wanders around the harbor throughout the entire day. He's easy to spot with his funky hair and unusual strut. So much wandering gives him a good perspective on what's going on around the harbor.

Hiroshi Murai

Role: Fisherman
Gender: Male Age: 21
Height: 5'5" Weight: 128 lbs.
Blood Type: A Birth Date: 3/18
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

Hiroshi is a young man who is often seen fishing in the New Yokosuka Harbor. He has been absorbed with fishing since he was a child because his family runs a fishing tackle shop in Yokohama. People around Yokohama and Yokosuka used to call him a "prodigy." He has had a 15-year fishing career since then. At the age of 21, he is dedicating himself to teaching others the art of fishing as a leisure activity. He is a staunch fisherman. Because of his obsession with fishing, he doesn't know much about the world, and often gets involved in trouble at the harbor.

Jou Higuchi

Role: New Member of College Boxing Club
Gender: Male
Age: 19
Height: 5'8"
Weight: 132 lbs.
Blood Type: A
Birth Date: 8/8
Zodiac Sign: Leo
Where: New Yokosuka Harbor

Jou is a fellow worker of Ryo's at the part-time job. He is a freshman and a member of the boxing club at college. With the "rookie's match" near at hand, he is eager to fight. The way he carries himself and his words and deeds are brisk, like a sportsman. As he is timid, he is not so good when it counts and can't make full use of his abilities. The upcoming "rookie's match" is an important one for him to prove himself. Lately he is on a strict diet and thus he gets extremely nervous and easily stressed. He is a hardworking person who secretly goes jogging without being noticed by the other members.

Daily Routine

Time	Location
09:00	Harbor Bus Stop
10:00	Beside Warehouse #1
11:00	In front of the vending machine next to the parking lot
11:15	Unknown
13:00	At the Tomato Convenience Store in Dobuita
14:00	Suzume Park
14:20	Dobuita
15:00	Unknown
26:00	Harbor Bus Stop
16:30	Beside Warehouse #18
18:00	In front of the vending machine next to the parking lot
18:15	Harbor Bus Stop

Jou begins his day in Dobuita relaxing, then heads to the harbor. Throughout the evening he can be found just hanging out in the harbor, perhaps training in secret.

Kazumi Minowa

Role: Jimmy Yan's Henchman
Gender: Male Age: 23
Height: 6'0" Weight: 190 lbs.
Blood Type: AB Birth Date: 11/14
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

Kazumi works under Jimmy, the president of the Asia Travel Co. Like Koji Hase, his job is to threaten and send any customers away who come to the agency to make complaints. The only problem is he is not very strong so his bluffing only works on a few people. Unlike Koji, he doesn't have the looks to seduce women easily, so he has nothing to do but loiter about the streets and harbor.

Kazuomi Narasaki

Role: Young Office Worker Who Fishes
Gender: Male Age: 25
Height: 6'2" Weight: 170 lbs.
Blood Type: B Birth Date: 10/12
Zodiac Sign: Libra
Where: New Yokosuka Harbor

Kazuomi is a salesman of the same fishing tackle manufacturer as Shigeru Kojima. He followed Shigeru, trying to discover his sales technique, but was soon found out by Shigeru. His sales are the worst because he spends too much of his time following Shigeru and has no time to make his own sales. Because Shigeru backed him up when he was reprimanded for his poor sales results, a friendship began to grow between them.

Kim Shihan

Role: Grumpy Fisherman
Gender: Male Age: 34
Height: 5'7" Weight: 148 lbs.
Blood Type: AB Birth Date: 9/28
Zodiac Sign: Libra
Where: New Yokosuka Harbor

This middle-aged fisherman can often be found at the harbor. He seems to be Korean, but his background is unknown. When he meets Murai-san or Kudo-san at the fishing spot, they exchange greetings, but he seldom talks to anyone. It is rumored that he is the president of a Korean company and is taking an extended vacation here. However, the truth is unknown.

Mai Sawano

Role: Daughter of Hisaka Sawano, Juvenile Delinquent
Gender: Female
Age: 16
Height: 5'3"
Weight: 102 lbs.
Blood Type: O
Birth Date: 6/9
Zodiac Sign: Gemini
Where: Dobuita

Mai is the second daughter of Kinuyo Sawano, who owns the Hokuhoku Lunches. Her elder sister is Hisaka-san. Mai is 16 years old, and in the first year of high school. She and Ryo have known each other since they were children. She started to rebel when she became a junior high school student. After her father died, she felt lonely and neglected because her mother and sister were occupied with their lunchbox business. She rebelled against them, often shouting, "Mother loves my sister more than me." She often uttered, "You don't care about me!" then ran out of the house. These days, her boyfriend Goro who, while not so bright, is a good-natured boy, cheers her up and comforts her. After she started dating him, she began to behave much better and she was often seen helping her sister with the delivery of lunchboxes to the worker's living quarters. However, her sole intention was to earn money and she often stole from the shop's cash register. More recently, to her family's dismay, Mai has started returning to her bad ways, influenced by Rena Isayama and Yumiko Minamino, who are in the same class as her.

Daily Routine

Time	Location
08:00	Beside Harbor Lounge/Amihama Office/Fishermen Murai and Kudo/Fisherman Kojima/Fisherman Narasaki/Hokuhoku Lunches
12:15	Beside Harbor Lounge
19:00	Amihama Office/Fishermen Murai and Kudo
20:20	Beside Harbor Lounge

Mai can be found wandering around the harbor throughout the day. She likes to stop and visit with fishermen on the waterfront. After having lunch, she begins hanging out near the Harbor Lounge, leaving once to check out some of her morning hangouts, but quickly returning.

Miho Sagawa

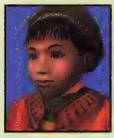
Role: Research Assistant for Theatrical Company
Gender: Female Age: 20
Height: 5'4" Weight: 104 lbs.
Blood Type: AB Birth Date: 3/7
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

A member of a theatrical company in Yokohama, Miho can act well but doesn't have enough physical strength, so she started jogging as physical training. With the next performance close at hand, she is full of spirit, having been given an important role in "A Midsummer Night's Dream." She's a 20 year old full of hopes and dreams.

Rikiya Shindo

Role: Harbor Extra
Gender: Male Age: 38
Height: 5'6" Weight: 128 lbs.
Blood Type: B Birth Date: 9/10
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

This good-natured middle-aged man, keeps a Japanese inn in the neighborhood. Recently, he almost went bankrupt, but managed to improve business thanks to his wife's ideas. One idea of her ideas was to get fresh food for customers by fishing in the harbor. His wife loves taking care of the vegetables in her kitchen garden every day.



Saki Shirakura

Role: High School Student Who Sketches
Gender: Female
Age: 17
Height: 5'1"
Weight: 95 lbs.
Blood Type: O
Birth Date: 9/8
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

Saki is a high school student who belongs to the art club at school. She is here to paint offshore islands for an assignment in her club. She is very quiet and gets nervous when someone looks at her sketches. Recently, a man in a leather jacket has been talking to her, so she feels uncomfortable.

Daily Routine

Time	Location
08:50	Gets off the bus at Dobuita Bus Stop/Komine Bakery/Gets on bus at Dobuita Bus Stop/Gets off bus at Harbor Bus Stop
11:10	Behind the Harbor Lounge
13:20	Lunch
13:50	Behind the Harbor Lounge
16:15	Gets on the bus at the Harbor Bus Stop/Gets off the bus at the Dobuita Bus Stop/Bunkado Antiques/Tomato Convenience Store/Gets on the bus at the Dobuita Bus Stop

Saki goes to Dobuita in the morning for breakfast before heading to the harbor. She then spends her day on the waterfront painting the ocean. She returns to Dobuita in the evening to check out the art on display at Bunkado Antiques. Then she picks up a snack for the trip home from the Tomato Convenience Store before catching the bus.

Shigeru Kojima

Role:	Fishing Supplies Salesman		
Gender:	Male	Age:	34
Height:	5'10"	Weight:	152 lbs.
Blood Type:	O	Birth Date:	7/16
Zodiac Sign:	Cancer		
Where:	New Yokosuka Harbor		

Shigeru is a salesman for a fishing tackle manufacturer who spends most of his time fishing, insisting that he can't promote goods until he tries them out. Because he has the best sales figures among the salesmen in his company, they all wonder when and where he is making his sales.

Shozo Mizuki

Role:	Homeless Man
Gender:	Male
Age:	67
Height:	5'1"
Weight:	93 lbs.
Blood Type:	A
Birth Date:	4/28
Zodiac Sign:	Taurus
Where:	New Yokosuka Harbor

This elderly homeless man lives in the New Yokosuka Harbor area. He claims to have been living there for more than three years, but nobody knows where he is from or exactly when he arrived. In spite of his shabby looks, Mizuki has quite a charming personality, even if he won't reveal his true identity. He doesn't have much, so he begs from time to time and has even asked Ryo to buy him some canned coffee. Because his homeless status renders him a nonperson in the eyes of the law, he is treated badly by just about everyone and harassed by members of the MAD ANGELS. He seems to know a lot about the goings on of the harbor but he is quite a mysterious man.

Susumu Kudo

Role:	College Student and Fisherman		
Gender:	Male	Age:	21
Height:	5'6"	Weight:	155 lbs.
Blood Type:	B	Birth Date:	8/23
Zodiac Sign:	Virgo		
Where:	New Yokosuka Harbor		

Susumu is a college student who fishes leisurely in the harbor all day during his winter holidays. Ironically, he joined a fishing club in college, not because he liked fishing, but because he wanted to see a girl in the club. Now, however, Susumu is so obsessed with fishing that he has forgotten all about girls. He and Hiroshi Murai, a fellow fisherman, are friends who talk to each other while fishing.

Tatsuhito Yamaoka

Role:	Extra		
Gender:	Male	Age:	20
Height:	5'9"	Weight:	143 lbs.
Blood Type:	A	Birth Date:	11/25
Zodiac Sign:	Sagittarius		
Where:	New Yokosuka Harbor		

This avid cyclist has not ridden his bicycle since having an accident and getting injured in October. Tatsuhito just recently had his cast removed and is now undergoing rehabilitation. He is currently working out to recover his stamina for the Around-Japan Tour to be held in three months.

Yayoi Arisugawa

Role:	Takes Dog for Walks		
Gender:	Female	Age:	17
Height:	5'2"	Weight:	99 lbs.
Blood Type:	A	Birth Date:	7/24
Zodiac Sign:	Leo		
Where:	New Yokosuka Harbor		

Yayoi is the daughter of a wealthy family in a residential area of Yokosuka. She is attending a girl's Catholic high school in Yokohama. She is not ill-natured at all but is quite naïve because she has lived a sheltered life. She is strangely attracted to a man in a leather jacket that she one day met while walking the streets. She doesn't know what to do about this strange feeling. Without realizing it, she often comes to Dobuita in the hopes of seeing this man again.

Characters Who Work at the New Yokosuka Harbor

Akihiro Ishida

Role:	Worker		
Gender:	Male	Age:	37
Height:	5'11"	Weight:	269 lbs.
Blood Type:	O	Birth Date:	2/9
Zodiac Sign:	Aquarius		
Where:	New Yokosuka Harbor		

Akihiro Ishida works at the general affairs department for the Alpha Trading Office. He runs around the harbor delivering documents. His favorite pastime is making a tour of secondhand bookshops. On his day off, he often goes out to the bookshops in Tokyo, looking for rare and valuable copies of first editions. When he happens to find a copy of a famous writer's first edition, he keeps it in the safe at home without telling his wife about it. He often locks himself in his room to look at it, smiling at himself for his valuable find. His wife, two years senior to him, is seriously thinking that she should call for advice to a TV program giving consultation to troubled viewers.

Akiim Chant

Role:	Worker		
Gender:	Male	Age:	27
Height:	5'9"	Weight:	157 lbs.
Blood Type:	O	Birth Date:	11/16
Zodiac Sign:	Scorpio		
Where:	Warehouses #12 to #18		

Akiim is an Iranian who came to Japan to work to pay back a huge amount of money he had borrowed. In Iran, his wife and two children are waiting for him to return. He is quite unhappy about running errands for Fukui, but can't tell him so. He is sensitive to the cold weather and always wears two pairs of gloves.

Atsushi Sayama

Role:	Forklift Operator		
Gender:	Male	Age:	52
Height:	5'7"	Weight:	157 lbs.
Blood Type:	O	Birth Date:	5/19
Zodiac Sign:	Taurus		
Where:	New Yokosuka Harbor		

Atsushi Sayama is a forklift operator working at the harbor. He is a self-centered, stubborn old man who never apologizes to others even if he knows he is wrong. He pretends to be nice only to people who are not close to him, but he is always barking at his subordinates. Young workers at the site dislike him very much. On his days off, he spends his time playing golf or betting at the racetrack, while his family ignores him. He has few friends and generally drinks alone.

Azusa Kayama

Role:	Clerk		
Gender:	Female	Age:	28
Height:	5'3"	Weight:	115 lbs.
Blood Type:	B	Birth Date:	12/26
Zodiac Sign:	Capricorn		
Where:	New Yokosuka Harbor		

Azusa Kayama is a clerk at the Alpha Trading Office. After graduation from high school, she joined the company, having been introduced by a relative. Her favorite pastime is cooking desserts and she is a good pastry chef. She is not good at conversing with men casually because she was a student at a private girl's high school. However, she hopes to have a boyfriend that she can cook for someday.

Haruo Asano

Role:	Squad Leader		
Gender:	Male	Age:	34
Height:	6'0"	Weight:	177 lbs.
Blood Type:	A	Birth Date:	4/16
Zodiac Sign:	Aries		
Where:	Warehouses #2 to #4		

Haruo Asano works at the Amihama Warehouse Co. He is the foreman in charge of Warehouse numbers 2, 3, and 4. He is a stubborn, serious, and inflexible company man. He is one of the senior members in the company, but his fellow workers keep their distance from him because they are rather intimidated by his seriousness.

Hideo Shiga

Role:	Worker		
Gender:	Male	Age:	25
Height:	5'7"	Weight:	132 lbs.
Blood Type:	B	Birth Date:	4/14
Zodiac Sign:	Aries		
Where:	Warehouses #12 to #18		

A warehouse keeper at the New Yokosuka Harbor, Hideo Shiga has the longest working experience of anyone. Other harbor workers think that he could tell the number of stains on the wall if asked. It's a bit of an annoyance to him that people are always asking him questions, but he enjoys the respect brought by his knowledge. He can always be counted on to give a plausible answer to almost any question.

Hiroaki Takeuchi

Role:	Ryo's Co-worker		
Gender:	Male	Age:	38
Height:	5'7"	Weight:	183 lbs.
Blood Type:	A	Birth Date:	10/20
Zodiac Sign:	Libra		
Where:	New Yokosuka Harbor		

Ryo's co-worker, Hiroaki, is 38 years old and married with children. After the trading company that he worked at suddenly went bankrupt, he started working at the Alpha Trading Office as a forklift operator. At first, he had trouble getting used to driving the lift and the layout of the new workplace, but he is now beginning to feel comfortable with his job and has made friends, like Ryo. He is a friendly, cheerful family man.

Hiromasa Ono

Role:	Forklift Operator		
Gender:	Male	Age:	31
Height:	5'7"	Weight:	155 lbs.
Blood Type:	A	Birth Date:	5/6
Zodiac Sign:	Taurus		
Where:	New Yokosuka Harbor		

Hiromasa is a forklift operator working under Ryozo Yada and an employee of the Alpha Trading Office. He can handle his job the fastest among all the workers in the company. He holds the record for carrying 170 crates in a day. In recognition of this achievement, he was appointed as the manager in charge of cargo delivery when he was just 31 years old. Now he is supervising workers on-site. He can be short-tempered and sometimes shouts at workers.

Hiroshi Sugiyama

Role:	Forklift Operator		
Gender:	Male	Age:	40
Height:	5'7"	Weight:	177 lbs.
Blood Type:	AB	Birth Date:	8/21
Zodiac Sign:	Leo		
Where:	New Yokosuka Harbor		

Hiroshi is a forklift operator working at the harbor. He's a skilled forklift operator, who has worked at various harbors

around the country. His favorite pastime is fishing at night and he goes to the wharf to fish every night after working hours. As his job requires him to frequently transfer, he doesn't mix with the others very much. At lunchtime, he usually eats his lunch alone, away from the others.

Hiroshi Ueda

Role: Worker
Gender: Male Age: 27
Height: 5'9" Weight: 219 lbs.
Blood Type: B Birth Date: 6/16
Zodiac Sign: Gemini
Where: Warehouse #1

Hiroshi Ueda majored in civil engineering at the university and came to work at the Amihama Warehouse Co. after graduation. He is now a manager, but senior workers treat him as a newcomer due to his short two-year career. Now that he has learned the basic procedures for his job, he is approaching a period where his work is becoming far more demanding.

Consequently, he tends to leave his girlfriend alone for long periods of time and they are constantly quarrelling about it.

Hirotaka Chiba

Role: Security Guard
Gender: Male Age: 42
Height: 5'4" Weight: 143 lbs.
Blood Type: AB Birth Date: 5/7
Zodiac Sign: Taurus
Where: New Yokosuka Harbor—Old Warehouse District

Hirotaka is a security guard working in the Old Warehouse District. He is reticent and unsociable and doesn't get along well with the other guards. A bookworm who immerses himself in reading on his days off, he is methodical and moderate by nature. He keeps a diligent eye out for scratches on delivered goods and monitors the storage facilities strictly. He is a second Dan blackbelt holder in karate.

Hisaka Sawano

Role: Manager of Hokuhoku Lunch Box Shop—Harbor Branch
Gender: Female Age: 24
Height: 5'3" Weight: 102 lbs.
Blood Type: A Birth Date: 9/1
Zodiac Sign: Virgo
Where: New Yokosuka Harbor—Behind Warehouse #4

Being the manager at the Harbor Branch of Hokuhoku Lunches sounds good, but it is actually just a small stand. Nevertheless, many of the workers line up to buy Hisaka's lunches at lunch hour. She is also a Dobuita local and has known Ryo since they were young. Her neighbors, ranging from children to old people, adore her as she is such a sweet person. After her father died, she helped her mother run the lunch box stand while she was still attending high school. Until the business started running smoothly, she had numerous problems and was even hospitalized due to overwork. Her younger sister, Mai, feeling neglected and lonely due to Hisaka's preoccupation with running the business, has unfortunately become somewhat of a delinquent and Hisaka regrets this. She is still single, but has a lot of admirers in both the neighborhood and around the harbor.

Hitoshi Kai

Role: Part-time Security Guard
Gender: Male Age: 23
Height: 5'9" Weight: 155 lbs.
Blood Type: A Birth Date: 5/4
Zodiac Sign: Taurus
Where: New Yokosuka Harbor

Hitoshi Kai is a part-time guard that patrols in the vicinity of the warehouses in the New Yokosuka Harbor. He is a newcomer and not very familiar with the area around the harbor. He can seldom give directions correctly when asked. He is a co-worker of Sumio Kosuge.

Hitoshi Numakubo

Role: Ryo's Co-worker
Gender: Male Age: 23
Height: 5'11" Weight: 177 lbs.
Blood Type: A Birth Date: 3/24
Zodiac Sign: Aries
Where: Warehouse # 12 through #17

Hitoshi Namakubo works with Ryo at the harbor job. He has just graduated from a university. His goal is to become a writer, so he works daytimes in the harbor and writes at night. A literary enthusiast, Hitoshi is sensitive, and he talks in a gentle manner. He seems to be impressed by Ryo's character and thus he is kind to him.

Izumi Sunaga

Role: Clerk
Gender: Female Age: 21
Height: 5'4" Weight: 99 lbs.
Blood Type: B Birth Date: 7/18
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

Izumi works at the Alpha Trading Office as an administration clerk. She is well received by her boss, Ryozo Yada and other male workers in the office because of her cheerful, frank personality. She is close to Mari Yamashita, who works at a café in the harbor, and often chitchats with her during her lunch break. Takako Michii is her co-worker and friend since they were members of the tennis club while in high school. Takako and Izumi always get together after work.

Kazuyuki Tagawa

Role: Truck Driver
Gender: Male Age: 24
Height: 5'7" Weight: 155 lbs.
Blood Type: O Birth Date: 7/28
Zodiac Sign: Leo
Where: New Yokosuka Harbor

Kazuyuki is a truck driver for a home delivery service and travels all over Japan from Hokkaido to Kyushu. Apart from the truck he uses for business, he owns his own private truck. Recently he sold off all the neon decoration lights he bought for his girlfriend, but he received less than a 10th of the cost. He is still complaining about it. He once had a friend who called him brother, but has not seem him for three years.

Kenta Shimizu

Role: Surveyor
Gender: Male Age: 29
Height: 5'9" Weight: 137 lbs.
Blood Type: AB Birth Date: 1/18
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

A self-centered, sharp-tongued man whom you wouldn't want to be your boss, Kenta always treats Ryoji Hanaoka harshly because Ryoji is better educated and a more qualified surveyor. Kenta only graduated from junior high and is a self-made surveyor. He inadvertently gets mad at Ryoji, who is slow to finish tasks. Despite their antagonistic relationship, they make a good surveying team. Rather rude, he never answers Ryo's questions properly.

Koichi Tsuda

Role: Forklift Operator
Gender: Male Age: 36
Height: 5'10" Weight: 150 lbs.
Blood Type: A Birth Date: 5/24
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

Koichi is a diligent worker who is confident at his job as a forklift operator. He goes about his work quietly, but steadily. He hates being interrupted more than anything else. The senior forklift operators and supervisors trust him, not bothering to watch him, as they know he is dependable. On his way home, he usually stops off at the toy store to buy toys that he shares with his daughter. He is often seen walking with her in the Shopping District on weekends.

Kyosuke Hatanaka

Role: Forklift Operator
Gender: Male Age: 41
Height: 5'9" Weight: 157 lbs.
Blood Type: O Birth Date: 2/3
Zodiac Type: Aquarius
Where: New Yokosuka Harbor

Kyosuke is a forklift operator. After he had worked at a machine manufacturer in Kanagawa for about five years, he resigned from the company and found this job. Presently he lives with his wife in an apartment in Yokohama. Because he got married when he was young, he has already become a grandfather. His daughter recently gave birth to a baby. Every weekend, he and his wife go to see their grandchild in the hospital.

Mari Yamashita

Role: Newsstand Sales Clerk
Gender: Female Age: 23
Height: 5'3" Weight: 104 lbs.
Blood Type: B Birth Date: 11/8
Zodiac Sign: Scorpio
Where: Harbor Recreation Center

Dreaming of becoming a singer since she was in the second grade, Mari once won a children's song competition during the Bon dance festival organized by the Dobuita Council. Her singing voice is pretty good, however her parents don't understand her dream. Mari often attends auditions without telling her parents. So far she has never gotten past the preliminaries. Optimistic and cheerful nevertheless, Mari still believes that a talent scout will discover her someday. To facilitate this happening, she goes to Takeshita Street, Harajuku, every month.

When she turned 20 years old, her mother began nagging her to get a life and hurry up and get married. So, she started working at the New Harbor branch of Tomato Convenience Store. She wants to continue her singing lessons by using part of her salary. She often screams at the sea as a form of strengthening her singing voice after she finishes her shift. Her biggest concern is the age limit for auditions. Increasingly she has been refused entry because of her age. She hopes her dream of becoming a singer is realized before she becomes 30 years old.

Mark Kimberly

Role: Ryo's Co-worker
Gender: Male
Age: 29
Height: 5'10"
Weight: 174 lbs.
Blood Type: O
Birth Date: 7/21
Zodiac Sign: Cancer
Where: New Warehouse #8

Mark met Ryo in the workplace. Contrary to his appearance, he speaks fluent Japanese. Mark is a warm, quiet person, with a strong philosophical character. He often spies on the underworld elements of New Yokosuka Harbor for some unknown purpose. As he and Ryo became closer, they developed a friendship, and began conspiring together, each for their own purposes, against the criminal elements in the harbor.

Masahiro Kurata

Role: Harbor Worker
Gender: Male
Age: 26 Height: 5'9"
Weight: 146 lbs.
Blood Type: O
Birth Date: 6/16
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

Masahiro is a messenger working at the harbor. Besides delivering packages, he also assigns jobs to

workers for each company. He is the kind of person who can't stay still and he goes bowling or to karaoke after work almost daily. He seems to doubt that age will ever catch up with him. Today, he is active as usual, despite his late night partying and lack of sleep.

Daily Routine

Time	Location
08:30	In front of Warehouse #1
11:20	Hokuhoku Lunches/Alpha Trading Office/in front of Warehouse #1 on the left side
13:15	In front of Warehouse #1
15:30	In front of Warehouse #1 on the left side
15:50	In front of Warehouse #1
18:00	Harbor Bus Stop

Masahiro counts containers throughout the day. He takes his lunch from Hokuhoku Lunches back to the Alpha Trading Office. Then he goes back to counting before going home in the evening.

Mitsuharu Koda

Role:	Forklift Operator		
Gender:	Male	Age:	39
Height:	5'6"	Weight:	166 lbs.
Blood Type:	B	Birth Date:	3/18
Zodiac Sign:	Pisces		
Where:	New Yokosuka Harbor		

Mitsuharu is a forklift operator working at the harbor. He's a very kind person, and is very popular with many of the people there. Unfortunately, he isn't an efficient worker and therefore his pay is quite low. At home, he has a very strong-willed wife who keeps him under her thumb. People feel sorry for him, but he seems happy.

Mitsuyoshi Muta

Role:	Security Guard		
Gender:	Male	Age:	31
Height:	5'7"	Weight	150 lbs.
Blood Type	O	Birth Date:	3/8
Zodiac Sign:	Pisces		
Where:	In front of New Warehouse #1		

Mitsuyoshi is a security guard working in front of Warehouse No. 1. He is an athletic person who goes to the gym to exercise on his day off, but he's not strong enough in terms of guts. He is very afraid of the MAD ANGELS. An ardent baseball fan, he always goes to the stadiums in Yokohama and Jingu when his favorite team plays. He says that drinking beer while watching baseball is the greatest pastime in the world.

Mohamad Hassan

Role:	Worker		
Gender:	Male	Age:	27
Height:	5'9"	Weight:	155 lbs.
Blood Type:	B	Birth Date:	1/7
Zodiac Sign:	Capricorn		
Where:	Warehouses #12 to #17		

Mohamad is a foreign worker at the harbor. He is from Kuwait like his co-worker Sadam. He is the son of an Arabic oil magnate who sent him to Japan to gain social experience. However, he can't expect to inherit very much of his father's fortune because he is the seventh son. Thinking that way, Mohamad wonders if he should live in Japan for good to be independent financially. Mohamad tells nothing about himself to others, so without knowing his true background, Toshimichi Fukui has Mohamad run errands for him everyday.

Naoki Shoji

Role:	Part-time Security Guard		
Gender:	Male	Age:	23
Height:	5'7"	Weight:	139 lbs.
Blood Type:	A	Birth Date:	3/6
Zodiac Sign:	Pisces		
Where:	Warehouse #8		

Naoki is a part-time guard working in the harbor. He is friendly and kind by nature, but timid while working because he is afraid of being caught off guard by the MAD ANGELS. His only pastime is mahjong and he goes to the mahjong parlor in Dobuita on his day off. Fear and hesitation make him a bad mahjong player.

Naomi Koshiba

Role:	Forklift Operator		
Gender:	Male	Age:	27
Height:	5'6"	Weight:	143 lbs.
Blood Type:	O	Birth Date:	4/6
Zodiac Sign:	Aries		
Where:	New Yokosuka Harbor		

Naomi works at Yohai Company Office. He is a cheerful but shy person. He looks unfriendly to anyone who meets him for the first time. As he is very capable, Atsushi Sayama, who has had a long career here, values him highly. However, he is quite narrow-minded and it seems he will never come out of his shell. This is a great handicap for his career.

Noboru Nakatani

Role:	Worker		
Gender:	Male	Age:	35
Height:	5'10"	Weight:	147 lbs.
Blood Type:	AB	Birth Date:	12/9
Zodiac Sign:	Sagittarius		
Where:	Warehouse #3		

A graduate from a private high school, Noboru works at the Amihama Warehouse Co. and has many qualifications such as bookkeeping. He is well liked by management because of his quick wit. Fellow workers however, dislike him because he is a brown noser, and so they exclude him from the group. Taking care of his tropical fish after work is his main pleasure in life.

Osamu Ushio

Role:	Forklift Operator		
Gender:	Male	Age:	37
Height:	5'9"	Weight:	132 lbs.
Blood Type:	A	Birth Date:	11/19
Zodiac Sign:	Scorpio		
Where:	New Yokosuka Harbor		

Osamu is a forklift operator working at the harbor. Although it has been quite a while since he started working at his present job, he's made no progress in productivity because of his clumsiness. His child, born six years into his marriage, will turn two years old soon, so he is wondering if it is time to change jobs.

Ryoko Hattori

Role:	Office Worker at Warehouse #8		
Gender:	Female	Age:	24
Height:	5'4"	Weight:	108 lbs.
Blood Type:	B	Birth Date:	8/4
Zodiac Sign:	Leo		
Where:	New Yokosuka Harbor		

Ryoko is the niece of the owner of Hattori Sporting Goods in Dobuita. Presently, she is working at a warehouse management company at the New Yokosuka Harbor. She is a genuine Yokosuka local, who was born, raised, educated, and now works in Yokosuka. For some reason, she gets along well with big-sisterly Yukiko Irie and often goes out with her on her days off.

Ryosuke Hoya

Role:	Security Guard		
Gender:	Male	Age:	25
Height:	5'5"	Weight:	143 lbs.
Blood Type:	B	Birth Date:	12/17
Zodiac Sign:	Sagittarius		
Where:	New Yokosuka Harbor		

Ryosuke is a security guard on patrol around the harbor. He is new at his job and unfamiliar with the neighborhood, so he can't answer when asked for directions. He is not enthusiastic about his job and he does his patrol in a halfhearted way. He gets along well with his fellow worker Sakae Uzawa, and goes out with him for a drink sometimes. He is a karaoke lover who has problems relinquishing the microphone to others.

Ryozo Yada

Role:	Supervisor of Part-Time Workers		
Gender:	Male	Age:	51
Height:	5'6"	Weight:	181 lbs.
Blood Type:	AB	Birth Date:	5/16
Zodiac Sign:	Taurus		
Where:	New Yokosuka Harbor		

Manger of the freight handling division of the Alpha Trading Office, Ryozo is 51 years old and only recently was transferred to the New Yokosuka Harbor, leaving his wife and children behind in Niigata. Whether it is out of loneliness or not, lately he is becoming increasingly ill-tempered toward his subordinates. Workers under him are afraid of him, but every Friday he is in a very good mood because that's the day he goes back to see his family in Niigata for the weekend.

Sadam Daei

Role:	Worker		
Gender:	Male	Age:	27
Height:	5'9"	Weight:	190 lbs.
Blood Type:	A	Birth Date:	12/6
Zodiac Sign:	Sagittarius		
Where:	Warehouses #12 to #19		

Sadam is a worker from Kuwait. When he lived in the neighborhood of Ueno, he met Mohamad, who hails from the same country. They hit it off instantly and came to work in Yokosuka together. He is a friendly and quiet person who doesn't mind that Fukui has him run errands but can't stand it when Fukui encourages him to eat pork. Being muscular, he wears a T-shirt throughout the year, though he is from a country where the weather is warm.

Sakae Uzawa

Role:	Security Guard		
Gender:	Male	Age:	29
Height:	5'7"	Weight:	132 lbs.
Blood Type:	A	Birth Date:	2/4
Zodiac Sign:	Aquarius		
Where:	Forklift Road #1		

He is a security guard at the harbor. Fellow workers call him "Horse" because of his oblong face and passion for horse racing. However, he doesn't like this nickname very much. He often goes to the downtown area with Ryosuke Hoya, his co-worker, but lately he has started to dislike Ryosuke because of his behavior at karaoke bars. Every Saturday and Sunday he goes to the races but doesn't make as much money gambling as he claims he does.

Satoru Tsukakoshi

Role:	Forklift Operator		
Gender:	Male	Age:	38
Height:	5'9"	Weight:	152 lbs.
Blood Type:	B	Birth Date:	12/25
Zodiac Sign:	Capricorn		
Where:	New Yokosuka Harbor		

He is a forklift operator working at Yohai Company Office. He is not good at socializing and always meanders off the subject when talking with people. This irritates those around him. Because he likes to be alone, he seems to be frustrated when working with others. He has a habit of mumbling and rocking side to side, which is often a source of complaints by senior workers.

Seiji Uchishiro

Role:	Forklift Operator		
Gender:	Male	Age:	28
Height:	5'6"	Weight:	130 lbs.
Blood Type:	B	Birth Date:	10/26
Zodiac Sign:	Scorpio		
Where:	New Yokosuka Harbor		

He is a forklift operator working at the harbor. He is a cheerful man who creates a friendly atmosphere among his fellow workers. He came here from Hakata two years ago, aiming to become a folk singer with a band of friends from his hometown. He settled on his present job to earn money to pay his living expenses. All his friends who came here with him have already gone back to their hometown. Now he seldom calls them.

Shingo Kanno

Role: Security Guard
Gender: Male Age: 42
Height: 5'6" Weight: 141 lbs.
Blood Type: B Birth Date: 2/20
Zodiac Sign: Pisces
Where: Warehouse District—Forklift Road #3

He is a security guard at the harbor. He is very serious about his job and trusted by the site foreman and the office. Being the father of four daughters, he works very hard and leads an economical lifestyle. He is at a loss with how to treat his older daughters in their teen years, so he often seeks guidance in books or by asking some of the office women for advice.

Shinji Yamatani

Role: Part-time Security Guard
Gender: Male Age: 21
Height: 5'9" Weight: 146 lbs.
Blood Type: B Birth Date: 11/26
Zodiac Sign: Sagittarius
Where: Forklift Road #2

He is a part-time guard. After graduating from high school, he came from his hometown, a small village in Gunma. He is a hard worker, guarding the property until late at night. However, sometimes he slacks off on the job after midnight. He is kind enough to give information, if asked.

Shinobu Mita

Role: Worker
Gender: Male Age: 26
Height: 5'7" Weight: 143 lbs.
Blood Type: A Birth Date: 7/16
Zodiac Sign: Cancer
Where: Warehouse #2

This day laborer has temporarily settled in the New Yokosuka Harbor after years of hopping around jobs from harbor to harbor. He doesn't like to settle down in one place, and lives by the saying "Life is a journey." He is getting tired of staying in Japan and is thinking about working in Hong Kong or some other place. It is rumored that he has applied for a passport recently so perhaps he is finally getting serious about making a move.

Shogo Sugai

Role: Forklift Operator
Gender: Male Age: 45
Height: 5'6" Weight: 159 lbs.
Blood Type: O Birth Date: 5/22
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

He is a forklift operator from the Alpha Trading Office. He has the longest career of anyone in the company. He is good-natured, but a timid person by nature, despite the fact that he has a sharp tongue and talks bluntly. He drinks heavily and often has a hard time getting up for work on time. He also likes to gamble and goes to the horse races on his days off. He is still single at 45.

Shoichi Tezuka

Role: Security Guard
Gender: Male Age: 61
Height: 5'4" Weight: 139 lbs.
Blood Type: O Birth Date: 3/16
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He is a security guard who patrols the harbor. Despite being 61 years old, he has strong legs and covers an extensive area around the harbor. He gets along well with Shozo Kuga, a fellow worker who is roughly the same age. They go drinking together whenever they finish work at the same time. Unlike Shozo, who gets along well with the younger workers, Shoichi likes to nag them. Many of the younger guards keep him at a distance.

Shozo Endo

Role: Worker
Gender: Male Age: 28
Height: 5'11" Weight: 155 lbs.
Blood Type: A Birth Date: 8/16
Zodiac Sign: Leo
Where: Warehouse #1

He is a worker at the Amihama Warehouse Co. He does his tedious job steadily every day without complaining. He is an open-minded, serious person and will be promoted as soon as the managers evaluate his strong work ethics. Once promoted, he would like to get married, so he's wondering whom he can ask to help him find a bride.

Shozo Kuga

Role: Security Guard for Warehouse #3
Gender: Male Age: 64
Height: 5'3" Weight: 132 lbs.
Blood Type: A Birth Date: 11/8
Zodiac Sign: Scorpio
Where: In front of Warehouse #3

He is a security guard working in front of Warehouse No. 8. He is always attentive of pedestrians for safety reasons because the warehouse is always busy with forklifts. At 64, he is the oldest among all the guards. Fellow workers call him "old man" in a friendly manner. However, he can no longer work very long hours, so he often goes home at 7 o'clock in the evening.

Shuichiro Ida

Role: Forklift Operator
Gender: Male Age: 36
Height: 5'9" Weight: 155 lbs.
Blood Type: B Birth Date: 4/17
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He is a forklift operator in the New Yokosuka Harbor. He is an idle worker and ill spoken of by his fellow workers. He seems to be lazy by nature and has had many jobs before now. While he pretends to be working, he often goofs off on the job, taking a break behind the cargo if the supervisor is not around.

Sumio Kosuge

Role: Part-time Security Guard
Gender: Male Age: 20
Height: 5'9" Weight: 157 lbs.
Blood Type: O Birth Date: 11/9
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He is a part-time guard who patrols in the vicinity of the warehouses in the New Yokosuka Harbor. He is a co-worker of Hitoshi Kai and he started working at almost the same time as Kai. He is unfamiliar with this neighborhood and he doesn't even know where many of the warehouses are located. He is a working student, which is rather unusual for this job nowadays.

Tadashi Akita

Role: Security Guard in the Old Warehouse District
Gender: Male Age: 36
Height: 5'7" Weight: 146 lbs.
Blood Type: A Birth Date: 9/28
Zodiac Sign: Libra
Where: New Yokosuka Harbor—Old Warehouse District

He is one of the security guards who patrol the Old Warehouse District. He's very conscientious and a little too earnest, a real square. He and his co-worker, Yoshio Yamagata, are both from Fukushima and consequently are good buddies who usually patrol together. Although he doesn't look it, he is a fourth Dan blackbelt in judo. Many of the security guards working at night have experience in the martial arts for security reasons.

Tadashi Muraoka

Role: Worker
Gender: Male Age: 59
Height: 5'5" Weight: 139 lbs.
Blood Type: A Birth Date: 7/23
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He has been working at the general affairs department for the Alpha Trading Office for 40 years, and will soon be retiring from the company. He has worked diligently all these years and has been officially commended for his long service with the company. However, he was never able to advance in the business, maybe because of his too good-natured personality, and ended up as a mere manager. To make matters worse, all of his children, a daughter and two sons, have no regular jobs, regardless of being graduates from prestigious universities. Although he has never admitted that he failed to raise them properly, he seems to feel sorry for neglecting them while he was too busy with his work. After retirement, he intends to devote himself to helping his family, but he is not sure whether he can regain their trust at this stage.

Tadashi Uwajima

Role: Gate Security Guard
Gender: Male Age: 47
Height: 5'9" Weight: 150 lbs.
Blood Type: O Birth Date: 3/8
Zodiac Sign: Pisces
Where: New Yokosuka Harbor Entrance

He is a security guard standing at the entrance to the harbor. He looks like a foreigner with his suntanned face and full lips, but he is Japanese, born and raised in Amami Oshima. He came to Tokyo after graduating from high school, and settled in Yokohama after living in multiple places. While he looks mean and tough, he is actually kind, and talks in a polite manner. He has no girlfriend despite being 47 years old. Perhaps this is because his mustache gives the wrong impression.

Taiki Nimura

Role: Supervisor of Part-time Workers
Gender: Male
Age: 52
Height: 5'9"
Weight: 152 lbs.
Blood Type: O
Birth Date: 2/15 Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He is a college graduate, unlike Niizato. Because he handles his job in a cool manner, people regard him as a cold man. However, he gets along well with Niizato in spite of the sharp contrast in their personalities. They go out together drinking after work. He seems to have submitted a request to management for a transfer to an administration job, however it hasn't been granted yet.

Daily Routine

Time	Location
08:30	Alpha Trading Office
09:30	In front of Warehouse #7/in front of Warehouse #6/in front of Warehouse #5
11:00	In front of Warehouse #1, left side/Harbor Cafeteria/Back to the front of Warehouse #1, left side
13:20	In front of Warehouse #7/in front of Warehouse #6/in front of Warehouse #5
15:00	In front of Warehouse #1, left side
16:00	In front of Warehouse #7/in front of Warehouse #6/in front of Warehouse #5
17:00	In front of Warehouse #1, left side
18:30	At the Hokuhoku Lunches/Alpha Trading Office/Harbor Bus Stop

Being a supervisor keeps Taiki on the move. He only stops to buy lunch at Hokuhoku Lunches and for the occasional break. After work he picks up dinner from Hokuhoku Lunches and eats in the Alpha Trading Office with Niizato.

Takako Michii

Role: Clerk
Gender: Female
Age: 19
Height: 5'0"
Weight: 93 lbs.
Blood Type: AB
Birth Date: 8/21
Zodiac Sign: Leo
Where: New Yokosuka Harbor

She works at the Alpha Trading Office as an administration clerk. She is an unassuming, well-bred type of person. She is always sticking to her senior Izumi Sunaga, from the same high school. She completely relies on Izumi, regardless of work or play. During work, she often daydreams, staring blankly into space. Fellow workers make sarcastic remarks about her behavior, but these never seem to get across to her.

Takayoshi Hanazawa

Role: Forklift Operator
Gender: Male
Age: 54
Height: 5'5
Weight: 155 lbs.
Blood Type: A
Birth Date: 6/30
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He is a forklift operator working at Yohai Company Office. He takes a resentful view of others and can be very petty. Atsushi Sayama, a younger fellow worker, gets on Takayoshi's nerves because he has the authority to allocate jobs to each worker, so he always complains to him. He never looks after or helps the new workers as he brands them as incapable. He is quite a nuisance.

Tokumasa Kogo

Role: Security Guard
Gender: Male
Age: 38
Height: 5'7"
Weight: 141 lbs.
Blood Type: A
Birth Date: 6/15
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

He is a security guard who is on patrol around the harbor. He came from the countryside to work at the harbor. When he first came here, fellow workers ridiculed him about his strong accent and so he avoided socializing. His answers sound curt for that reason. His pastime is going to the pachinko parlor. Because there's no pachinko parlor in Dobuita, he goes all the way to Yokohama on his days off.

Tomi Maruyama

Role: Manager of the Maruyama Cafeteria (Harbor Cafeteria)
Gender: Female
Age: 51
Height: 5'2"
Weight: 155 lbs.
Blood Type: O
Birth Date: 10/16
Zodiac Sign: Libra
Where: Harbor Cafeteria

Originally from Tokyo, Tomi got married at the age of 23 and started the Marutomi Restaurant with her husband Joichi, who was working as a cook. Their restaurant was on the main street, close to the Industrial Park of Kawasaki, and attracted many bachelors working at nearby factories. Though the restaurant was successful, they were forced to close three years ago when her husband became ill. The responsibility of raising their only son, Kyohei, who was born late in their marriage, forced Tomi to find another job immediately. Among the workers who frequented Marutomi's was a chairman of the longshoreman's union. Thanks to his help, she was assigned to manage the Harbor Lounge. Her menu is low-cost and quite substantial, but somewhat boring and bland (no salt), due to her consideration for the workers' health. While the young workers don't like the food very much, Tomi, who is easily moved to tears, and is good at heart, is popular enough to be known as "The Mother of the Harbor" among them.

Unfortunately, Tomi lost Kyohei in an accident last year. He was only 18 years old. Tomi always seems misty eyed when Ryo visits the Harbor Lounge because he reminds her of her deceased son.

Tomo Uemoto

Role: Forklift Operator
Gender: Male
Age: 29
Height: 5'9"
Weight: 152 lbs.
Blood Type: A
Birth Date: 11/10
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He is a forklift operator. He used to work in the sales department of a major company, but resigned after six months, as he didn't think he fit in. He has worked at various places, such as a convenience store, arcade, discount shop, etc. Finally he found a job as a forklift operator and he's beginning to think it's his vocation.

Tomohito Niizato

Role: Supervisor of Part-time Workers
Gender: Male
Age: 43
Height: 5'9"
Weight: 155 lbs.
Blood Type: A
Birth Date: 7/15
Zodiac Sign: Cancer
Where: Warehouse #8

He supervises the cargo-handling workers in the New Yokosuka Harbor. He is a typical self-made man who started working as a laborer right after he graduated from junior high school. For that reason, he is kind to young workers and well trusted. On the other hand, he takes a defiant attitude toward the management by taking the side of the workers during disputes. Nobody wants to get near him when he's angry.

Toshimichi Fukui

Role: Worker
Gender: Male
Age: 27
Height: 5'9"
Weight: 152 lbs.
Blood Type: A
Birth Date: 7/18
Zodiac Sign: Cancer
Where: Warehouses #12 to #20

His fellow workers secretly call him the Arabian King because Sadam, Akiim, and Mohamad always follow him. He was born and raised in Aomori as the first son of five brothers. He often poses as a superior who likes to be relied on but he takes good care of newcomers. His only fault is his quick temper.

Tsukasa Takagi

Role: Worker
Gender: Male
Age: 24
Height: 5'10"
Weight: 170 lbs.
Blood type: O
Birth Date: 7/1
Zodiac Sign: Cancer
Where: Harbor Office

He works at the Amihama Warehouse Co. and is one of the few college graduates. That's why he is specially treated as a candidate for management. He thinks that the company's site-oriented policy fits in well with his work philosophy. However, his farfetched arguments often make the on-site workers angry. People in the office talk about him behind his back saying, "That's why college graduates are always so useless."

Tsuyoshi Murakami

Role: Ryo's Co-worker
Gender: Male
Age: 18
Height: 5'10"
Weight: 135 lbs.
Blood Type: AB
Birth Date: 10/12
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He works on the same crew with Ryo. He regards Ryo as his rival possibly because they are the same age. His favorite pastime is watching professional wrestling matches and going to the theater. He is from Sapporo and his family owns a small souvenir shop there. The only thing he worries about is having no girlfriend.

Wataru Koga

Role: Worker
Gender: Male
Age: 26
Height: 6'0"
Weight: 170 lbs.
Blood Type: O
Birth Date: 5/10
Zodiac Sign: Taurus
Where: Warehouse #1

He is a worker at the Amihama Warehouse Co. He joined the company three years ago, but he started working at the New Yokosuka Harbor only a year ago. Perhaps for that reason, he seems to be left out of the group of workers. He worries that his happy-go-lucky personality may be causing him to not have any friends.

Yasuo Kusano

Role: Forklift Operator
Gender: Male
Age: 59
Height: 5'8"
Weight: 166 lbs.
Blood Type: B
Birth Date: 7/15
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He is a forklift operator working at the Yohai Company Office, and he will reach retiring age next year. He is a modest person who is often asked for advice by his subordinates and is respected as a superior in the company. He is very fond of novelties, and intends to practice hard to master every game in the arcade after he retires. His relaxed, friendly composure is well known among fellow workers. He is reliable, especially when it comes down to crunch time.

Yasuomi Kujirai

Role: Forklift Operator
Gender: Male
Age: 25
Height: 5'10"
Weight: 132 lbs.
Blood Type: B
Birth Date: 8/10
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He is a forklift operator working at the harbor. Because he is only 25 years old, he can finish his work quickly, but his rough handling of the forklift sometimes causes scratches on the cargo or knocks in the wall. In his teens, he had hoped to become a boxer, and he is often seen shadow boxing in the nearby park after hours.

Yasutomo Miyagi

Role: Security Guard
Gender: Male
Age: 39
Height: 5'5"
Weight: 132 lbs.
Blood Type: B
Birth Date: 1/21
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor—Old Warehouse District

This guard works the gate of the Old Warehouse District. He is a mild mannered man by nature, but precise with his job. He carefully checks visitors who come in and out of the warehouse to prevent illegal entry. He loves to study, and on his days off he attends several cultural classes. Thanks to his enthusiasm and effort, he can speak both Mandarin and Guangdongese Chinese fluently.

Yohei Kondo

Role: Ryo's Co-worker
Gender: Male
Age: 19
Height: 5'9"
Weight: 155 lbs.
Blood Type: O
Birth Date: 7/29
Zodiac Sign: Leo
Where: Dobuita—New Yokosuka Harbor

He was born and raised in Sakuragaoka, but unlike most of locals, he doesn't like Dobuita very much. The reason for this stems from an incident that happened

during his junior high school days when some foreign sailors robbed him of all the money he had received as spending money from his relatives for the New Year. Since then, he is very reserved although he can be intimidating. Now he is a college student, working at a convenience store, but he seldom goes to class. He looks at Minako Hirai, whose life is flamboyant and flippant, and believes that she'll have a bitter experience some day. In reality, compared to Minako, he is worse off for not making the most of life. This is evident from the fact that he can't save money no matter how hard he works.

Yoshiharu Hanaoka

Role: Surveyor's Apprentice
Gender: Male | Age: 24
Height: 5'10" | Weight: 170 lbs.
Blood Type: B | Birth Date: 4/11
Zodiac Sign: Aries
Where: New Yokosuka Harbor

After graduating from National Technical College, he started working at a surveying company as a survey engineer. Though he is a qualified surveyor, he is still apprenticing under his senior, Kenta Shimizu, as an assistant surveyor in accordance with the seniority system of the company. During economic depressions like now, he is constantly afraid of being fired. Being slow to complete his tasks, he is often scolded by Kenta. In response to Ryo's questions, he answers sincerely, but the fact that he wastes time makes Kenta shout at him again, "What were you chitchatting about?"

Yoshihiko Tashiro

Role: Worker
Gender: Male | Age: 23
Height: 6'1" | Weight: 254 lbs.
Blood Type: B | Birth Date: 7/25
Zodiac Sign: Leo
Where: Warehouse #2 and #3

He is a worker at the Amihama Warehouse Co. He has a very free and easy personality and is well liked by his fellow workers. Although he's not a fast worker, he does his job steadily and with care. He practiced judo when he was a high school student, but since he started working, he has gained weight due to a lack of exercise. Furthermore, he has a sweet tooth and almost became diabetic, as he can't resist having sweets in spite of his doctor's warnings.

Yoshio Yamada

Role: Lead Worker
Gender: Male | Age: 49
Height: 5'4" | Weight: 152 lbs.
Blood Type: A | Birth Date: 10/12
Zodiac Sign: Libra
Where: New Yokosuka Harbor

This good-natured middle-aged man works at the Amihama Warehouse Co. Whether it's due to his irresponsible attitude or something else, he seems to be on the same wavelength as the younger workers. He has been relegated to checking the cargo for the last two years ever since he lost his confidence in his physical strength.

Yoshio Yamagata

Role: Security Guard
Gender: Male | Age: 37
Height: 5'7" | Weight: 155 lbs.
Blood Type: O | Birth Date: 8/18
Zodiac Sign: Leo
Where: New Yokosuka Harbor—Old Warehouse District

Like his partner, Tadashi Akita, Yoshio is from Fukushima. He may look slow, but he is actually fourth Dan in kendo. He is often seen with Tadashi during their night shift. Because they are good friends, they often take a break in the corner of the district together. In general, he is a diligent worker who sends some of his salary to his parents in Fukushima.

Yosuke Yamaguchi

Role: Worker
Gender: Male | Age: 28
Height: 5'10" | Weight: 159 lbs.
Blood Type: B | Birth Date: 5/10
Zodiac Sign: Taurus
Where: Warehouse #4

He is a young worker at the Amihama Warehouse Co. When he was younger, he previously worked at Terashima Shoji, but was fired after taking the blame for a mistake by his boss. He believes that he made the right choice, however he is not satisfied completely with the outcome of his selfless actions.

Yuka Mashita

Role: Office Worker
Gender: Female
Age: 24
Height: 5'6"
Weight: 113 lbs.
Blood Type: A
Birth Date: 1/8
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

She works at the Yokosuka Distribution Corp. She is a very proud, career-oriented person but a little dissatisfied with her present job. Whether for that reason or not, her way of talking is sharp, giving an unapproachable impression to the men working around her. After hours, she often goes to the Bar Yokosuka alone, for a drink.

Daily Routine

Time	Location
09:00	Harbor Bus Stop
10:20	Inside Warehouse #12
12:30	Inside Warehouse #13
13:30	Inside Warehouse #14
14:30	Inside Warehouse #8
16:00	Harbor Cafeteria/Sun Delivery Office/Yokosuka Distribution Office/Harbor Bus Stop/Dobuita Bus Stop/Aida Florist
19:00	MJQ Jazz Bar
20:00	Takara Sushi
21:00	Gets on bus at the Dobuita Bus Stop

Yuka works hard throughout the day, so she doesn't take lunch until late in the afternoon at the Harbor Cafeteria. In the evening she goes into Dobuita so she can stop to smell the roses at Aida Florist before grabbing a drink and some sushi.

Yukiko Irie

Role: Office Worker
Gender: Female | Age: 23
Height: 4'11" | Weight: 93 lbs.
Blood Type: AB | Birth Date: 5/15
Zodiac Sign: Taurus
Where: New Yokosuka Harbor

She works at a warehouse management company at the New Yokosuka Harbor. She is a big-sisterly, open-minded person and a good counselor for new employees. She and Ryoko Hattori, who is one year senior to her, are very close friends. Because of her cheerful, friendly personality, she is popular among the rough harbor workers as well. She has an almost idol-like reputation among some of the men in the New Yokosuka Harbor.

MAD ANGELS

The MAD ANGELS are a vicious motorcycle gang that operates out of the harbor. While they normally only come out at night to harass anyone unfortunate enough to get in their way, they sometimes appear during the day just long enough to pick on the new guy at the harbor.

Akihisa Shigematsu

Role: Battle Extra
Gender: Male | Age: 17
Height: 5'10" | Weight: 141 lbs.
Blood Type: A | Birth Date: 1/11
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS, a gang that controls the harbor. He is called the "Unarmed Shiege" named after his fighting ability with his bare hands. Though he is a member of the MAD ANGELS, he is a wandering fighter, and he assists them when they are in a crunch. As he looks older than his age, he hates being called "old man." If someone calls him that, he punishes him or her severely.

Akimichi Kunieda

Role: Battle Extra
Gender: Male | Age: 19
Height: 5'9" | Weight: 139 lbs.
Blood Type: A | Birth Date: 7/7
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He was once a member of one of the groups that hung around the harbor aimlessly. They lived their lives idly by bothering harbor workers or making fun of couples. Looking for a thrill, he joined the MAD ANGELS with other members of his group. He is a newcomer to the organization.

Akira Fujiwara

Role: Battle Extra
Gender: Male | Age: 19
Height: 5'10" | Weight: 150 lbs.
Blood Type: AB | Birth Date: 9/12
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is a graduate from Yokosuka Chuo High School, like Ryo. He likes to fight. He wanted to fight with Ryo after hearing rumors about him while at school, but he has yet to meet him. He prefers using his legs to his arms and his kicks are powerful.

Atsushi Kuwata

Role: Battle Extra
Gender: Male | Age: 19
Height: 5'10" | Weight: 141 lbs.
Blood Type: A | Birth Date: 10/27
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He is from Yokohama. He was an assistant driver for a freight forwarder. As he went to the harbor frequently, he came to know the MAD ANGELS. Making use of his career, he works as a driver to deliver goods. As long as he is content with his present life, he doesn't think seriously about the future.

Charlie Grant

Role: MAD ANGELS Lieutenant
Gender: Male
Age: 44
Height: 5'8"
Weight: 139 lbs.
Blood Type: O
Birth Date: 7/29
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He is one of the leading members of the MAD ANGELS, a gang that controls the New Yokosuka Harbor. He rides around on his motorcycle and leads the bikers among the members of the MAD ANGELS. He screeches recklessly around the harbor at night doing stupid senseless things such as vandalizing warehouses and beating up the security guards. He has a spiteful personality and makes his men do everything. Because he's not physically strong, he always carries a weapon.

Daisuke Joujima

Role: Battle Extra
Gender: Male | Age: 16
Height: 5'11" | Weight: 179 lbs.
Blood Type: AB | Birth Date: 10/19
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He was born and raised in a wealthy family, but later his parents' factory went bankrupt. At present, his family lives in poverty, hiding from the debt collectors. Fed up with such a life, he volunteered to join the MAD ANGELS. Probably because of that, he runs amok during battles, fighting wildly. People call him "Mad Red Dog" because of his dyed red hair and canine appearance.

Daisuke Ono

Role: Battle Extra
Gender: Male — Age: 17
Height: 5'8" — Weight: 141 lbs.
Blood Type: A — Birth Date: 8/27
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is an introverted and cowardly person who joined the MAD ANGELS out of peer pressure. Other members make him run errands, and while he'd like to quit, he's too scared to do it. He is forced to join fights though he hates them, and he pretends to be strong, but it's all in vain.

Eiji Tonomura

Role: Battle Extra
Gender: Male — Age: 18
Height: 5'10" — Weight: 141 lbs.
Blood Type: A — Birth Date: 3/8
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He is from Yokohama. He has no physical strength, but he is good at picking up women with his sincere looks and slick talk. When he gets mad, he loses control; he often resorts to weapons such as knives.

Fumihiko Hotei

Role: Battle Extra
Gender: Male — Age: 18
Height: 5'9" — Weight: 155 lbs.
Blood Type: B — Birth Date: 10/5
Zodiac Sign: Libra
Where: New Yokosuka Harbor

After quitting high school, he was lured by the MAD ANGELS when he was unemployed, hanging around the harbor. Contrary to his appearance, he is so cowardly that he hides behind others during a battle, while pretending to be eager to fight. Naturally, other members regard him as useless.

Fumio Ebina

Role: Battle Extra
Gender: Male — Age: 20
Height: 5'11" — Weight: 150 lbs.
Blood Type: A — Birth Date: 11/16
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

At first glance, he looks cool, but he is actually very quick-tempered. When he gets angry, he can't control himself. He would have been arrested for murder a long time ago if somebody had not stopped him. He is an impertinent, self-assured man. He doesn't mind taking an aggressive attitude toward Terry and Pedro. Still, Terry likes his competitive spirit all the more.

Gichi Imaichi

Role: Battle Extra
Gender: Male — Age: 21
Height: 6'0" — Weight: 181 lbs.
Blood Type: A — Birth Date: 11/3
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He is from Kawasaki and his family owns a small factory. At one time, he tried to take over his father's business, but was fed up with being compared in every way to his superior brother, which resulted in him taking the wrong path. Because he is unexpectedly talented with machines, he is Pedro's mechanic.

Goshi Uchiyama

Role: Battle Extra
Gender: Male — Age: 23
Height: 5'7" — Weight: 157 lbs.
Blood Type: A — Birth Date: 3/20
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

Originally from Izu, at school he was well known as a rugby player. After quitting college, he worked as a bouncer in the entertainment district of Yokohama before joining the MAD ANGELS. Usually he is quiet, but when he gets mad, he runs amok.

Hajime Sato

Role: Battle Extra
Gender: Male — Age: 17
Height: 5'8" — Weight: 150 lbs.
Blood Type: A — Birth Date: 4/14
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He looks like a surfer with his tanned skin and dyed hair. Frankly, he has no strong points other than his looks. He has never finished anything he tried since his school days because of his impatient and weak-willed personality. Even joining the MAD ANGELS didn't change his character. Other members make light of him by calling him a blockhead.

Hidekazu Himuro

Role: MAD ANGEL Thug
Gender: Male
Age: 19
Height: 5'11"
Weight: 161 lbs.
Blood Type: B
Birth Date: 3/14
Zodiac Sign: Pisces
Where: Battle Only

Originally, he was a potential candidate to become a leader, but was later demoted after he committed a blunder that allowed the police to spot their illegal dealings and arrest them. He was reassigned to the lowest position and is now waiting for the chance to regain his honor. He has been with Katsutoshi Busujima of the MAD ANGELS for a long time and both swore to climb up the ladder together.

Hironobu Kikuchi

Role: Battle Extra
Gender: Male — Age: 22
Height: 5'10" — Weight: 170 lbs.
Blood Type: A — Birth Date: 8/20
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He is from Yokohama. Though he looks older than his age, he is egotistical and proud of his moustache. He is not very strong, but he bluffs, making use of his large physique. Within the organization, he ranks in the lowest position. The greatest moment in his life was when the high school baseball club that he belonged to won second place in the all-Japan tournament.

Hiroshi Sakiyama

Role: Battle Extra
Gender: Male — Age: 18
Height: 5'10" — Weight: 148 lbs.
Blood Type: B — Birth Date: 10/29
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

Influenced by a movie hero, he is always fully clothed in leather, even though he has no motorcycle. He's all show and other members look down on him, calling him "Chicken."

Hiroyuki Kiba

Role: Battle Extra
Gender: Male — Age: 21
Height: 5'9" — Weight: 148 lbs.
Blood Type: B — Birth Date: 11/17
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

His nickname is "Hanadango." He used to be a forklift operator working under Ryozo Yada in the Warehouse District. He quit because he disliked operating a forklift. He often makes trouble in the area where Yada is in charge. He may blame Yada for becoming disenchanted with his job when it is in fact, himself who is to blame.

Ichiro Tano

Role: Battle Extra
Gender: Male — Age: 20
Height: 5'10" — Weight: 143 lbs.
Blood Type: O — Birth Date: 8/23
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is a short-tempered but straightforward man who is easily flattered. Taking advantage of his character, Terry and others use him as a member of their special attack corps. Without knowing their true intention, he fights by making the fullest use of his power. He always says, "I will do anything for you, Terry."

Isao Terashima

Role: Battle Extra
Gender: Male — Age: 20
Height: 5'8" — Weight: 132 lbs.
Blood Type: A — Birth Date: 7/17
Zodiac Sign: Leo
Where: New Yokosuka Harbor

With his tanned skin and dyed blond hair, he picks up women and talks them into giving him money. During his spare time, he surfs to show off, but he is not very good.

Jack Nickinen

Role: Battle Extra
Gender: Male — Age: 26
Height: 5'11" — Weight: 150 lbs.
Blood Type: AB — Birth Date: 7/25
Zodiac Sign: Leo
Where: New Yokosuka Harbor

As you can tell from his name, he is not Japanese. Very few people know about his past. He had no choice but to join the MAD ANGELS because his broken Japanese didn't allow him to find a proper job. He seems to get along well only with Pedro, so he serves under him.

Jake Lambert

Role: Battle Extra
Gender: Male — Age: 19
Height: 5'9" — Weight: 150 lbs.
Blood Type: A — Birth Date: 3/8
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS. He is from San Jose, California. He had been working on his uncle's cargo ship until he quit and abandoned the ship two months ago. A knife fight in the past has left an ugly scar on his nose.

Jimmy Yan

Role: MAD ANGEL Thug and the supposed owner of the Asia Travel Agency
Gender: Male
Age: 30
Height: 5'7"
Weight: 115 lbs.
Blood Type: B
Birth Date: 9/9
Zodiac Sign: Virgo
Where: Event at Dobuita

Although he manages Asia Travel Co., he is not the real owner. He has no real authority in the management and running of the company and therefore he lacks

motivation to provide good service. Etsuko, his employee, is his mistress and has him wrapped around her little finger. His only real pleasure in life is gambling, so he goes to a casino everyday to relieve his stress.

Jin Kaido

Role: Battle Extra
Gender: Male — Age: 19
Height: 6'2" — Weight: 168 lbs.
Blood Type: B — Birth Date: 6/10
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS and a motorcycle maniac. He has rode around on a motorcycle without a license since he was in junior high school. Before he was even aware of it, daredevil motorcycle gangs fascinated him. Presently, he is working under Charlie and copying his reckless riding. He is no longer a mere motorcyclist, but an outlaw.

Jin Kano

Role: Battle Extra
Gender: Male — Age: 23
Height: 6'0" — Weight: 172 lbs.
Blood Type: AB — Birth Date: 3/22
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He is from Iwakuni and works there as a clerk at the PX on a U.S. military base. The fact that he is honestly employed makes him rather unusual among the MAD ANGELS.

Kaname Honjo

Role: Battle Extra
Gender: Male — Age: 21
Height: 5'10" — Weight: 155 lbs.
Blood Type: O — Birth Date: 4/2
Zodiac Sign: Aries
Where: New Yokosuka Harbor

His foreigner-like looks and fluent English help him to get to know a lot of people, including foreign sailors. It is rumored that he has many acquaintances in the U.S. military base camp and is making money by illegally selling contraband on the black market. He is learning a martial art from an American soldier, but his fighting right now is not very good.

Katsutoshi Busujima

Role: MAD ANGEL Thug
Gender: Male
Age: 24
Height: 6'0"
Weight: 177 lbs.
Blood Type: A
Birth Date: 9/14
Zodiac Sign: Virgo
Where: Battle Only

Like Hidekazu Himuro, he was a candidate to be a leader, but was later demoted after he committed a blunder that allowed the police to spot their illegal dealings and arrest them. He was reassigned to the lowest position and is now waiting for a chance to regain his honor as well. He always wears sunglasses because he cannot intimidate people with his girlishly cute eyes.

Kazuhiro Ino

Role: Battle Extra
Gender: Male — Age: 18
Height: 5'7" — Weight: 132 lbs.
Blood Type: A — Birth Date: 10/19
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He belonged to the same group as Akimichi Kunieda and was the second in command. Now, as a newcomer to the MAD ANGELS, he has to put up with a low position in the combat group. He is somewhat dissatisfied with that.

Kazuki Goya

Role: Battle Extra
Gender: Male — Age: 19
Height: 5'9" — Weight: 159 lbs.
Blood Type: O — Birth Date: 12/10
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

He is from Okinawa. He was a crewmember of an oceanic fishing boat, but was dismissed by the captain for always picking fights. Without any intention of going back to his hometown, he prowled the streets until a member of the MAD ANGELS talked to him. He shaves his head because he got tired of taking care of his hair.

Kazushi Shoji

Role: Battle Extra
Gender: Male — Age: 19
Height: 5'7" — Weight: 141 lbs.
Blood Type: O — Birth Date: 8/12
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He is from Yokosuka. When he had nothing to do after quitting a local high school, he was encouraged to join the MAD ANGELS by Yoshiyuki Tokuchi, who was his senior at junior high school, and already a member.

Kei Yamashita

Role: Battle Extra
Gender: Male — Age: 19
Height: 5'8" — Weight: 143 lbs.
Blood Type: A — Birth Date: 1/1
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

He belonged to the same group as Akimichi Kunieda. His short wavy hair and faint eyebrows make people call him "Granddaddy."—not because they respect him. He has good fighting skills, but no guts.

Kengo Kamijo

Role: Battle Extra
Gender: Male — Age: 17
Height: 5'10" — Weight: 146 lbs.
Blood Type: B — Birth Date: 2/18
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He is a macho guy with a shaved head. He used to be a harbor worker but left his company because he was unhappy with the meager salary. Without an education, he was at a loss because he couldn't find another job. That's when Terry approached him and lured him into the gang. To repay this obligation, he is willing to lead the charge in a battle.

Kenichi Okabayashi

Role: Battle Extra
Gender: Male — Age: 17
Height: 5'8" — Weight: 157 lbs.
Blood Type: A — Birth Date: 12/4
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

He used to be a motorcycle gang member. The gang he belonged to was forced to break up by the riot police after a clash with them. To vent his anger, he joined the MAD ANGELS. He is so determined that he usually leads the charge when fighting, while wearing his motorcycle gang colors. He and Takefumi Kagawa are close because they used to belong to the same gang.

Kentaro Sekizaki

Role: Battle Extra
Gender: Male — Age: 28
Height: 5'10" — Weight: 143 lbs.
Blood Type: O — Birth Date: 7/8
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He is from Yamato. He wears youthful clothes but is already 28 years old. He seems to be touchy about his receding hairline, but despite that, he wears his hair combed straight back from his forehead. He would rather use weapons than physical power.

Kiminari Misawa

Role: Battle Extra
Gender: Male — Age: 16
Height: 5'7" — Weight: 135 lbs.
Blood Type: B — Birth Date: 8/22
Zodiac Sign: Leo
Where: New Yokosuka Harbor

In spite of his continental looks, he is genuine Japanese. His most charming feature is his sharp eyebrows, so he takes care of them every day. He makes it a rule to wear his jacket next to his skin.

Ko Muratani

Role: Battle Extra
Gender: Male — Age: 20
Height: 5'7" — Weight: 146 lbs.
Blood Type: O — Birth Date: 12/12
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

He was the boss of a gang in Yokosuka and later belonged to the senior ranks in the soldiers of the MAD ANGELS. On the streets, they had their own rules, but he was attracted by Terry's speech for him to join. Terry intrigues him greatly.

Kosaku Noda

Role: Battle Extra
Gender: Male — Age: 18
Height: 5'9" — Weight: 150 lbs.
Blood Type: A — Birth Date: 2/6
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He constantly fought while at high school. His name was well known even in neighboring schools. He takes advantage of his physical superiority. His brawling is fierce, though he doesn't use weapons. To beat his opponent, he uses dirty tactics such as blinding his opponent or head butting. His merciless fighting scares the other members.

Kosuke Saito

Role: Battle Extra
Gender: Male — Age: 22
Height: 5'9" — Weight: 135 lbs.
Blood Type: O — Birth Date: 10/20
Zodiac Sign: Libra
Where: New Yokosuka Harbor

Nobody knows if his real name is Saito, as his skin is dark enough to have people mistake him as a foreigner. It is rumored that his father may have been an African-American military officer. He doesn't say much and has few friends. Nevertheless, people find him useful in many ways because of his superior fighting skills.

Kyoichiro Konno

Role : Battle Extra
Gender: Male — Age: 17
Height: 5'8" — Weight: 157 lbs.
Blood Type: B — Birth Date: 8/7
Zodiac Sign: Leo
Where: New Yokosuka Harbor

His drooping eyes and dull-looking face make people feel a certain affinity, but unfortunately, he is notoriously evil. He is under suspension at high school for smoking and threatening violence toward his teachers. He seems to have joined the MAD ANGELS to kill time and he is not willing to fight when a battle breaks out.

Makoto Kanamori

Role: Battle Extra
Gender: Male | Age: 22
Height: 5'10" | Weight: 148 lbs.
Blood Type: AB | Birth Date: 2/13
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He has been convicted of various crimes such as assault and battery. He totally beats up his opponent once he gets mad. If he gets in a drunken frenzy, nobody can control him. Terry is the only person he is afraid of. However heavily he gets drunk, he becomes sober instantly with a word from Terry.

Makoto Ogishima

Role: Battle Extra
Gender: Male | Age: 21
Height: 5'8" | Weight: 141 lbs.
Blood Type: B | Birth Date: 2/23
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He is from Kisarazu and was a harbor worker. He wanted to be a crewman at first, but joined the MAD ANGELS while looking for a job. In his heart, he wishes to go straight again, but he can't run away from them, for fear of retaliation by Terry and the other bosses.

Makoto Ojima

Role: Battle Extra
Gender: Male | Age: 18
Height: 5'8" | Weight: 132 lbs.
Blood Type: AB | Birth Date: 9/13
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is spiteful when he knows he has an advantage over his opponent, and he beats up his opponents without mercy. On the other hand, he is very sub-servient toward the stronger members and many gang members are disgusted with him.

Masamune Tokuda

Role: Battle Extra
Gender: Male | Age: 19
Height: 5'10" | Weight: 155 lbs.
Blood Type: A | Birth Date: 9/1
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS. People call him "Grandpa" because he looks much older than his age. After quitting high school, he hung around the harbor with nothing to do. When a member had a word with him, he joined the MAD ANGELS. He is a glib talker, but doesn't have much power, so he would rather run away from a fight than come to blows.

Masashi Yoneda

Role: Battle Extra
Gender: Male | Age: 22
Height: 5'11" | Weight: 152 lbs.
Blood Type: A | Birth Date: 2/7
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He is from Atsugi. Pedro, one of the bosses of the MAD ANGELS, talked to him at a motorcycle shop, while working as a mechanic like Gichi Imaichi. He rages out of control during battles.

Masato Wada

Role: Battle Extra
Gender: Male | Age: 24
Height: 6'1" | Weight: 172 lbs.
Blood Type: AB | Birth Date: 9/5
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is a macho man who wears a white tank top and a cloth cap throughout the year. Because his hand-to-hand fighting skills aren't so good, he keeps a knife inside his cap.

Masaya Tokumitsu

Role: Battle Extra
Gender: Male | Age: 16
Height: 5'7" | Weight: 168 lbs.
Blood Type: A | Birth Date: 7/29
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He is violent and was expelled from school after attacking a teacher. Since that time, he joined several motorcycle gangs. When he heard about the MAD ANGELS, he volunteered to join them. He is a skilled fighter. His brutal blows, using his well-built body, are highly regarded by other members.

Minoru Okayasu

Role: MAD ANGEL Foot Soldier
Gender: Male
Age: 31
Height: 6'1"
Weight: 201 lbs.
Blood Type: A
Birth Date: 11/19
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He is a leading member of the MAD ANGELS. He's very short-tempered and aggressive, always starting fights. Toward his friends and allies, however, he can be quite compassionate, and for this reason, he is popular among fellow members, unlike Shingo Murasaki, another leading member of the MAD ANGELS. Even so, he is a violent man who will show no mercy toward anyone who tries to go against him or betray him, whether friend or foe.

Motohiro Anzai

Role: Battle Extra
Gender: Male | Age: 25
Height: 5'10" | Weight: 139 lbs.
Blood Type: B | Birth Date: 12/16
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

After quitting school, he hung around the harbor, so he joined the MAD ANGELS. Though he has no experi-ence in fighting or in the martial arts, he is very good at being deceptive and tricky. He never fights alone, and when he does fight, his gang has an obvious advantage because they always outnumber their opponents.

Naomichi Aizawa

Role: Battle Extra
Gender: Male | Age: 21
Height: 5'11" | Weight: 170 lbs.
Blood Type: A | Birth Date: 2/14
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He is from Kamata. He joined the yacht club while at college, but he turns nasty when he drinks and was expelled because of his bad behavior. He is stronger than he looks, and he's particularly good at arm-wrestling. Nevertheless, he can't take advantage of his strength without the experience of martial arts.

Norihiko Kazuhara

Role: Battle Extra
Gender: Male | Age: 21
Height: 5'10" | Weight: 172 lbs.
Blood Type: A | Birth Date: 10/11
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He is from Atsugi. After graduating from high school, he worked part-time. However, he needed to earn more money so he wouldn't lose his spendthrift girl-friend. Therefore, he joined the MAD ANGELS with the intention of earning more money. For that reason, he uses his shrewdness more than his physical strength.

Pedro Warren

Role:MAD ANGELS Lieutenant
Gender: Male
Age: 30
Height: 6'9"
Weight: 287 lbs.
Blood Type: A
Birth Date: 5/12
Zodiac Sign: Taurus
Location: Event Only

He is one of the high-ranking members of the MAD ANGELS, whose territory is the New Yokosuka Harbor. He is by far the strongest member in terms of power and guts, and is Terry's right-hand man. He is said to be from the slums of New York, but the details are unknown. He has influence over foreign sailors in the harbor and can mobilize quite a large number of them fairly quickly.

Rin Kaido

Role: Battle Extra
Gender: Male | Age: 19
Height: 6'2" | Weight: 168 lbs.
Blood Type: B | Birth Date: 6/10
Zodiac Sign: Gemini
Where: New Yokosuka Harbor

He is the younger brother of Jin Kaido, also a member of the MAD ANGELS. His recklessness is as extreme as his brother's. He is an unparalleled speed maniac who is out of control once he gets intoxicated by speed. Because he can handle his motorcycle like a part of his own body, he can kick an opponent's bike or attack him with an iron bar while riding his motorcycle.

Roy Miller

Role: Battle Extra
Gender: Male | Age: 21
Height: 5'10" | Weight: 170 lbs.
Blood Type: A | Birth Date: 10/10
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He is from Annapolis, Maryland. His father is a mili-tary officer working at the budget bureau of the U.S. navy base in Yokosuka. Though he is a student, he seldom goes to school in defiance of his strict father. He is a notorious delinquent in the neighborhood and no one dares to get close to him.

Saburo Yoshino

Role: Battle Extra
Gender: Male | Age: 19
Height: 5'10" | Weight: 141 lbs.
Blood Type: B | Birth Date: 12/23
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

He is from Ito and graduated from junior high school thanks to the kind attention paid to him by the prin-cipal of the school, but he soon became a typical punk living on the streets. He wished to join Nagai Industries at one time, however, he gave up after he learned of their strict pecking order. While mooching about the harbor, he was lured to the MAD ANGELS. However, he is still an outsider in the organization.

Satoshi Nagata

Role:MAD ANGELS Lieutenant
Gender: Male
Age: 28
Height: 5'11"
Weight: 177 lbs.
Blood Type: A | Birth Date: 4/24
Zodiac Type: Taurus
Where: New Yokosuka Harbor

He is one of the top members of the MAD ANGELS. He worships Terry and has pledged his loyalty to him. He is a very moody person who handles his subordinates mercilessly when he is not in a good mood. He will do whatever it takes to win and never feels ashamed about using weapons in a fight.

Shigeki Murayama

Role: Battle Extra
Gender: Male Age: 20
Height: 5'9" Weight: 161 lbs.
Blood Type: A Birth Date: 4/11
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He is from Niigata and an ex-sumo wrestler who belonged to the Makushita division. His professional name was Murayama. He entered a sumo stable when he was 15 years old, and ran away at the age of 17. He couldn't go home and had no place to go. He arrived at Yokosuka eventually. He was fighting with a stranger when the MAD ANGELS approached him. His only care is his mother who he left behind in his hometown.

Shingo Murasaki

Role: Leader of the MAD ANGEL Foot Soldiers
Gender: Male
Age: 29
Height: 5'11"
Weight: 181 lbs.
Blood Type: B
Birth Date: 2/20
Zodiac Type: Pisces
Where: New Yokosuka Harbor

He is obsessed with military supplies, always wearing camouflage clothes and army boots. He has a nervous, cold-blooded personality that causes him to take complete, merciless revenge on anyone who dares to cross him. Even the other members of the MAD ANGELS are afraid of him. He and Minoru Okayasu, another leading member of the MAD ANGELS, have known each other for a long time. They usually hang out together.

Shota Yamaguchi

Role: Battle Extra
Gender: Male Age: 20
Height: 5'8" Weight: 157 lbs.
Blood Type: A Birth Date: 1/2
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

He is a nasty character with thin eyebrows and sharp eyes. He was originally in a motorcycle gang, riding around the harbor recklessly. One day they fought a battle with the MAD ANGELS. After losing the battle, he was forced to work under Terry. Among others, he belongs to a special attack corps that leads attacks.

Shunsuke Tada

Role: Battle Extra
Gender: Male Age: 20
Height: 5'11" Weight: 166 lbs.
Blood Type: A Birth Date: 4/4
Zodiac Sign: Aries
Where: New Yokosuka Harbor

His gloomy eyes and shaven head make even other members shudder. He is familiar with chemicals and machines for some reason, and is good at making weapons such as Molotov cocktails, remote fuses, etc. What he says and does are often incomprehensible, and quite a few members are worried about his mental condition.

Tadashi Hama

Role: MAD ANGEL Foot Soldier
Gender: Male
Age: 25
Height: 5'11"
Weight: 177 lbs.
Blood Type: A
Birth Date: 8/14
Zodiac Sign: Leo
Where: New Yokosuka Harbor

He works directly under Minoru Okayasu, one of the top leaders. He has his own unique style, with dyed hair and signature sunglasses. He often pairs up with Yoshihide Hatanaka and they act in concert most of the time. He is good at controlling Yoshihide, who is as violent and reckless as a mad dog. He is a calculating, shrewd man.

Tadatsugu Kimura

Role: Battle Extra
Gender: Male Age: 18
Height: 5'6" Weight: 150 lbs.
Blood Type: O Birth Date: 10/13
Zodiac Sign: Libra
Where: New Yokosuka Harbor

He is a macho man who wears a black tank top and camouflage pants. His hobby is bodybuilding, he can bench-press 70 lbs. However his muscles are too bulky to move quickly so he is not a very good fighter.

Takahiro Iwami

Role: Extra QTE Character
Gender: Male Age: 22
Height: 6'1" Weight: 159 lbs.
Blood Type: AB Birth Date: 3/27
Zodiac Sign: Aries
Where: Dobuita

He also used to be a member of the Garumu motorcycle gang, but he is not a true motorcycle enthusiast—he's more into the reckless side of riding and being a gang member.

Takashi Watanabe

Role: Extra QTE Character
Gender: Male Age: 22
Height: 6'0" Weight: 155 lbs.
Blood Type: O Birth Date: 10/14
Zodiac Sign: Libra Where: Dobuita

He used to be a member of the Garumu motorcycle gang, but after the MAD ANGELS defeated them, he was forced to join. He still rides his bike and spends a lot of time tuning it up, although he's not very good at it.

Takayuki Shibata

Role: Battle Extra
Gender: Male Age: 21
Height: 5'8" Weight: 137 lbs.
Blood Type: A Birth Date: 8/13
Zodiac Sign: Leo
Where: New Yokosuka Harbor

His parents fought all the time when he was a child. He began to lead a bitter life because of that. His way of life seems to be nihilistic and he cares for nothing, even his own life. Because of that, he has never lost a chicken race.

Takefumi Kagawa

Role: Battle Extra
Gender: Male Age: 19
Height: 5'11" Weight: 172 lbs.
Blood Type: B Birth Date: 3/7
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He was a member of a motorcycle gang who paired up with Kenichi Okabayashi. They scared away people as an "unrivaled pair." Because of frequent traffic violations, the riot police were mobilized, resulting in the disbanding of their gang. However, he didn't quit his reckless riding and joined the MAD ANGELS. He still wears the motorcycle gang colors.

Takeo Narumi

Role: Battle Extra
Gender: Male Age: 21
Height: 5'9" Weight: 155 lbs.
Blood Type: O Birth Date: 12/17
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS. At first glance, his appearance seems apathetic, however he actually deals illegal drugs.

Takeru Majima

Role: Battle Extra
Gender: Male Age: 19
Height: 5'10" Weight: 152 lbs.
Blood Type: A Birth Date: 3/11
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He looks like a popular comedian often seen on TV shows, however his personality is far from it. He is sly and tenacious. During his school days, he was often caught by the police for malicious mischief such as prank calls and blackmail.

Takichi Yamada

Role: Battle Extra
Gender: Male Age: 17
Height: 5'8" Weight: 148 lbs.
Blood Type: O Birth Date: 4/12
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He was a machine painter at a factory, but was later fired after he was caught selling thinners on the black market. After that, his bad companions lured him to join the MAD ANGELS. He is an underling soldier now, but he hopes to move up.

Tatsuki Mitsumine

Role: Battle Extra
Gender: Male Age: 16
Height: 5'11" Weight: 163 lbs.
Blood Type: A Birth Date: 8/25
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He was an employee of a construction company's subcontractor, but couldn't stand the monotonous life. He joined the MAD ANGELS, seeking the excitement of gang life. He is robust and powerful, because he carried heavy building materials all the time. He believes that he is stronger than anyone.

Tatsuya Honda

Role: Battle Extra
Gender: Male Age: 18
Height: 5'9" Weight: 143 lbs.
Blood Type: AB Birth Date: 12/14
Zodiac Sign: Sagittarius
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS from Kawasaki. He is a technical high school student, but he hasn't gone to school for more than three months. He is of medium height and build, but is considered relatively short for a member of the MAD ANGELS. He is said to have learned karate and will teach a lesson to anybody who underestimates him.

Terry Ryan

Role: MAD ANGELS Leader
Gender: Male
Age: 34
Height: 6'1"
Weight: 188 lbs.
Blood Type: AB
Birth Date: 3/17
Zodiac Sign: Pisces

He is the boss of the notorious MAD ANGELS, the gang that controls the harbor. He is cold and cruel and completely merciless toward anybody who fails him. Few people know his real name, so people just refer to him as the boss of the MAD ANGELS. His ambitions have grown boundlessly since gaining control of the harbor. He is now planning to gain the favor of the Chi You Men by using the harbor as a base for building a much bigger organization. His single ambition is the expansion of his organization.

Terumasa Moriya

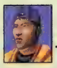
Role: Battle Extra
Gender: Male Age: 24
Height: 5'7" Weight: 141 lbs.
Blood Type: O Birth Date: 5/12
Zodiac Sign: Taurus
Where: New Yokosuka Harbor

He was a famous boxer until he broke his hand through an accident. Since then, he has lived his life in seclusion. His skills are gone and there is not much trace of his former fighting prowess.

Tetsu Shimizu

Role: Battle Extra
Gender: Male Age: 19
Height: 5'9" Weight: 159 lbs.
Blood Type: A Birth Date: 11/16
Zodiac Sign: Scorpio
Where: New Yokosuka Harbor

He threatens people with his gangster image, but he is not as good as he seems when it comes to fighting. He had been working on fishing boats, but he quit because he hated the long voyages and the seasickness. He has had a fairly miserable life.



Tomoaki Tange

Role: Battle Extra
Gender: Male Age: 17
Height: 5'11" Weight: 166 lbs.
Blood Type: A Birth Date: 8/31
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

He is aggressive, but as he has no physical strength or guts, he prefers attacking in a group to fighting one-on-one. That's why he will quickly run away or easily surrender to a strong opponent.

Toshihito Takii

Role: Battle Extra
Gende:r Male Age: 22
Height: 6'0" Weight: 166 lbs.
Blood Type: B Birth Date: 4/28
Zodiac Sign: Taurus
Where: New Yokosuka Harbor

He is from Yokosuka. When he was working at the harbor, he accepted a bribe from the MAD ANGELS in exchange of overlooking their illegal deals. Now he is treated as an associate member of the MAD ANGELS.

Tsukasa Ishigaki

Role: Battle Extra
Gender: Male Age: 24
Height: 5'8" Weight: 137 lbs.
Blood Type: AB Birth Date: 1/12
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

A former member of Ko Muratani's group, he is now a member of the MAD ANGELS. He is extremely ambitious and very eager, though he is not a strong man. Knowing that he can't be No. 1, he always follows somebody more powerful. He wears sunglasses with thick lenses all the time because of his poor eyesight.

Tsuyoshi Seino

Role: Battle Extra
Gender: Male Age: 23
Height: 5'10" Weight: 143 lbs.
Blood Type: A Birth Date: 2/25
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He used to be a layman working at a factory, but he quit soon after when he found the job to be too boring. He lived on gambling for a while, but was soon deeply in debt due to repeated losses. Getting desperate, he thought that he could no longer live normally, so he volunteered to be a member of the MAD ANGELS.

Yasushi Shima

Role: Battle Extra
Gender: Male Age: 20
Height: 5'9" Weight: 139 lbs.
Blood Type: B Birth Date: 7/13
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He's been wellknown as a fighter since his days working at a local gas station. Pedro, one of the leaders of the MAD ANGELS, marked him out and asked him to join them. Without knowing that he is being used, he rushes out to the front of the battlefield.

Yoshihide Hatanaka

Role: MAD ANGEL Foot Soldier
Gender: Male
Age: 23
Height: 6'1"
Weight: 236 lbs.
Blood Type: O
Birth Date: 2/11
Zodiac Type: Aquarius
Where: New Yokosuka Harbor

He has been in trouble with authority since he was in high school and has been sent to a reformatory several times. Minoru Okayasu, one of the leaders, recruited him when he saw Yoshihide fighting with a hoodlum on a street. Since then, he has followed Minoru and Shingo. He is like a mad dog that won't release its prey once it bites, because he never stops his attack until the opponent is completely beaten.

Yoshihiro Horiuchi

Role: Battle Extra
Gender: Male Age: 18
Height: 5'6" Weight: 141 lbs.
Blood Type: B Birth Date: 1/17
Zodiac Sign: Capricorn
Where: New Yokosuka Harbor

He belonged to Ko Muratani's group. When he was hanging around the streets, he was quite strong. After he broke his leg during a raid in the Warehouse District, his movements became slower.

Yoshihiro Oguchi

Role: Battle Extra
Gender: Male Age: 18
Height: 5'8" Weight: 166 lbs.
Blood Type: B Birth Date: 7/12
Zodiac Sign: Cancer
Where: New Yokosuka Harbor

He is a habitual thief, who started shoplifting when he was a child. He still enjoys the thrill of stealing, but he is now a so-called crook. Having no physical strength, he doesn't want to fight, but he'll join a battle reluctantly if called up.

Yoshinori Kondo

Role: Battle Extra
Gender: Male Age: 23
Height: 5'9" Weight: 143 lbs.
Blood Type: B Birth Date: 9/15
Zodiac Sign: Virgo
Where: New Yokosuka Harbor

Unlike other members, he is careful about his appearance and always wears a suit. It is rumored that he hides a knife under his jacket, because he doesn't seem to have any confidence in fighting.

Yoshio Ishikawa

Role: Battle Extra
Gender: Male Age: 19
Height: 5'9" Weight: 157 lbs.
Blood Type: AB Birth Date: 3/24
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He is from Amihama, where he was a member of the "Garumu" motorcycle gang. When the gang lost a fight with the MAD ANGELS, the gang was absorbed. His trademarks are his sunglasses and bandana.

Yoshiyuki Tokuchi

Role: Battle Extra
Gender: Male Age: 20
Height: 5'11" Weight: 168 lbs.
Blood Type: O Birth Date: 2/2
Zodiac Sign: Aquarius
Where: New Yokosuka Harbor

He is from Yokosuka. After graduating from junior high school, he worked at a shipping agency, but was fired due to negligence soon after. However, he resented the company for firing him, so he raided the office. This incident caught the attention of the MAD ANGELS and they invited him to join.

Yuichi Tsuge

Role: Battle Extra
Gender: Male Age: 16
Height: 6'0" Weight: 177 lbs.
Blood Type: B Birth Date: 3/14
Zodiac Sign: Pisces
Where: New Yokosuka Harbor

He is a member of the MAD ANGELS from Yokohama. When he was in high school, he was a member of the judo club, now he is under long-term suspension after acting violently at school. He was brought up in an ordinary middle-class family. Whenever his mother sees him, she just starts crying and that annoys him. To avoid seeing her, he hangs around the harbor.

Yukito Tomonari

Role: Battle Extra
Gender: Male Age: 17
Height: 6'0" Weight: 170 lbs.
Blood Type: B Birth Date: 4/21
Zodiac Sign: Taurus
Where: New Yokosuka Harbor

He was allowed to join the gang, which was something he wanted for some time. Contrary to his appearance, he is very violent, with strong destructive impulses and is thus always looking for a chance to fight.

Yutaka Koizumi

Role: Battle Extra
Gender: Male Age: 21
Height: 5'9" Weight: 135 lbs.
Blood Type: A Birth Date: 3/28
Zodiac Sign: Aries
Where: New Yokosuka Harbor

He worked as a low-ranking member of Nagai Industries in Dobuita, but was fired because his dissolute behavior, such as stealing money from the office and blackmailing people in public. After joining MAD ANGELS, he grew a mustache and poses as a dignified man. In reality, he is as worthless as any punk hanging around.

Yamanose Residents

The following people live in Yamanose. They may not spend all of their time in that area, but this is where they begin and end their days.

Arihiro Sato

Role: Office Worker
Gender: Male Age: 38
Height: 5'7" Weight: 132 lbs.
Blood Type: B Birth Date: 2/7
Zodiac Sign: Aquarius
Where: Residential District—Dobuita

He is an able reporter of local news for the *Yokosuka Press*. He used to belong to a major paper publishing company as an on-scene reporter but lost his job after he got into trouble over his scoop on a big-name politician and was sent on loan to this position. While he pledges to make his name in the world some day, he thinks that Yokosuka has its own little charms.

Ichiro Sakurada

Role: Ryo's Friend
Gender: Male
Age: 18
Height: 5'10"
Weight: 150 lbs.
Blood Type: A
Birth Date: 4/12
Zodiac Sign: Aries
Where: Residential District—Dobuita

He's been Ryo's playmate since childhood and is his classmate now. He is one of the few people who knew Ryo's mother. After Naoyuki joined them when they were in the second grade, the threesome often played together. He has a rather shallow, idle personality, does things at his own pace and is indecisive. He is scared of heights and hates green peppers. He is very shy and tries to be funny when talk gets serious to hide his shyness. He says he gets tense when he talks with girls. His grades are above average. He is thinking of going on to college after graduation but doesn't have a specific goal in mind.

Daily Routine

Time	Location
15:00	Boards bus at Dobuita Bus Stop
15:45	Funny Bear Burgers
17:00	Water Dragon Thrift Store
17:30	Mary's Patches and Embroidery Shop
18:00	Jupitor's Jackets
18:45	You Arcade
20:30	Suzume Park
21:15	Home

Ichiro spends his day at school, so you only see him in the evening. He spends his time in the company of Naoyuki Ito at first and then later he speaks with Hirano at Suzume Park.

> **Note**
> On the first day, he can be found standing in front of his house with Noriko. He can also be found here on New Year's Day until 19:00.

Kenji Aoyama

Role: Second Grade Elementary School Student
Gender: Male
Age: 8
Height: 3'9"
Weight: 71 lbs.
Blood Type: A
Birth Date: 6/1
Zodiac Sign: Gemini
Where: Residential District—Dobuita

Though he acts cheerful, he has had a very sad past. When he was five years old, he was adopted by a couple, but they later died in a car accident. He was readopted by new parents, but already at the age of eight, he knows how harsh reality can be. Does this mean he won't ever find happiness?

Noriko Nakamura

Role: Student and Ryo's Childhood Friend
Gender: Female
Age: 18
Height: 5'3"
Weight: 106 lbs.
Blood Type: O
Birth Date: 6/19
Zodiac Sign: Gemini
Where: Residential District—Dobuita

A close friend of Nozomi Harasaki and Eri Tajima, Noriko has known Ryo since they were children. She looks gentle, but sometimes reacts quickly to something nobody else has noticed. Her friends consider her unusual and her grades are in the upper ranks of her class. However, she is weak at science and math and nearly failed physical education. On the other hand, she is very good at Japanese and English—ranked in the top three percentile of the school in these two subjects. She loves children and has planned to become a kindergarten teacher since she was very young. Presently she is attending a preparatory school and studying with Nozomi and Eri for the college entrance exams.

Daily Routine

Time	Location
09:00	Home
09:40	Jupitor's Jackets
11:00	Tom's Hot Dogs
11:15	Water Dragon Thrift Store
12:30	Tom's Hot Dogs
14:15	Aida Flower Shop
14:30	Home/Sakuragaoka Park/Aida Flower Shop/Yaokatsu Produce/Uokichi Seafood/Home

Noriko leaves her home at 09:40 and walks to Jupitor's Jackets. She then meets Tajima at the hot dog stand at 12:30. They talk in front of Aida Flower Shop and then again at Sakuragaoka Park.

> **Note**
> When Ryo begins his journey and on New Year's Day, Noriko can be seen with Ichiro. You can also see her in a gorgeous kimono if you find her on New Year's Day. On weekends and holidays she catches the bus at 10:00 and then she stays with Eri Tajima as they shop at the Yaokatsu Produce market, and Tamura Quality Meats before heading home.

Rika Sato

Role: Second Grade Elementary School Student
Gender: Female
Age: 8
Height: 3'9"
Weight: 66 lbs.
Blood Type: B
Birth Date: 6/25
Zodiac Sign: Cancer
Where: Residential District—Dobuita

She is an odd girl who likes to undress dolls more than anything, which makes people worry about her future. Every time her birthday or Christmas comes, she persuades her parents to buy her dolls. She likes to display the undressed dolls on the bookshelf. When her father gave her a teddy bear once, she became very angry and nobody could handle her for days.

Sakuragaoka Residents

The following people live in Sakuragaoka. Most residents of this area spend quite a bit of time here working or taking care of their homes. Because they live so close to Dobuita, many people head into the shopping district at least once a day.

Eri Tajima

Role: Ryo's Friend
Gender: Female
Age: 18
Height: 5'2"
Weight: 99 lbs.
Blood Type: AB
Birth Date: 8/9
Zodiac Sign: Leo
Where: Dobuita

Eri is very close to Nozomi Harasaki and Noriko Nakamura. They have known each other since they were young. She first realized how Nozomi felt toward Ryo when she was a junior high school student. Moved by Nozomi's pure, deep love for Ryo, she has been supportive of her both openly and in secret. She is angry and often unfriendly with Ryo though, who takes an indecisive attitude to Nozomi (but we are not sure whether he does this intentionally or not). She seems to be an arrogant, selfish person, but in fact, she is quite insecure and hates being alone. Acting like a big sister, she always feels obliged to protect Nozomi and Noriko who she feels are vulnerable. However, she sometimes makes careless mistakes, and Nozomi and Noriko who are more firm and reliable than they look, support her during those times.

Daily Routine

Time	Location
08:00	Home to Dobuita
09:30	Outside of range
12:45	Bus Stop
13:15	Tom's Hot Dog Stand
14:30	Aida Flower Shop
14:50	Home
15:30	Sakuragaoka Park
16:00	Aida Flower Shop/Yaokatsu Produce/Uokichi Seafood/Tamura Quality Meats/Home

Eri tends to follow Noriko Nakamura around in the afternoon. On New Year's Day you can find her talking with Naoyuki Ito near the Yamanose Shrine.

Fusako Kondo

Role: Neighbor
Gender: Female
Age: 50
Height: 5'5"
Weight: 119 lbs.
Blood Type: A
Birth Date: 3/20
Zodiac Sign: Pisces
Where: Residential District—Sakuragaoka

Among all the upper and middle class families living in Sakuragaoka, the Kondos are the only family that doesn't own their own house. Instead they rent it on a monthly basis. Her husband is a longshoreman who spends an inordinate amount of time and money carousing, and only returns home a few times a month. After paying the rent and food expenses from her husband's meager salary, Fusako has very little left for spending money. Their only son, Yohei, works all day to supplement their income and Fusako spends her time chitchatting with housewives and shopkeepers. Her best friend is Ine Hayata and at one time, she visited Ine-san almost everyday. Ine-san felt hesitant about seeing her so often, and has asked Fukuhara-san to tell Fusako that she was out on occasion. Fusako however, has almost no bad characteristics and is a gentle, good-natured person.

Daily Routine

Time	Location
08:30	In front of house
10:00	Telephone booth in vacant lot
13:15	Komine Bakery/Tamura Quality Meats/Uokichi Seafood/Honda Drug Store/Water Dragon Thrift Store/Home
19:50~20:30	In front of house

Fusako begins her day by sweeping the sidewalk in front of her home. She stands near the telephone booth and talks to Natsuki at 10:00. After she has lunch, she heads into Dobuita where she shops until returning home in the evening.

Fusayo Mishima

Role: Neighbor
Gender: Female
Age: 43
Height: 5'2"
Weight: 106 lbs.
Blood Type: O
Birth Date: 7/22
Zodiac Sign: Cancer
Where: Residential District—Dobuita

Her husband, Takanobu Mishima, is the captain of a tanker that is mainly involved with trading in the Middle East, and he is generally away from home for half of every year. Because of his hard work, they are quite wealthy. In fact, everybody in the neighborhood considers them to be the wealthiest family in Sakuragaoka. Fusayo lives a life of leisure, without a care about money. Socializing with the neighbors in the small Sakuragaoka area is a difficult thing for her, as a woman brought up by a wealthy family. When the housewives start chitchatting at the vacant lot in the front of her house, she is obliged to join them. She must share in all the gossip with them, but despite her friendliness, she actually doesn't like Sumitani-san and Kondo-san. Being a tidy person, she hates the cats that spoil their garden. When her youngest daughter Megumi brings a kitten home, Fusayo immediately shouts at her to "Get rid of it!" without listening to her explanation. She eventually regrets her behavior, and rescinds the order, after Megumi and her older daughter, Mayumi, explain the story.

Daily Routine

Time	Location
08:00	Home/Yaokatsu Produce/Komine Bakery/Tamura Quality Meats/Mary's Patches and Embroidery Shop/Uokichi Seafood/Home
13:45	In front of home
15:00	At home
15:30	Telephone booth in vacant lot
19:00	At home
19:50~20:30	In front of home

Fusayo spends the morning shopping in Dobuita. Later she returns home to do her housework. She stands outside and talks to people for the rest of the evening.

Hideki Tajima

Role: Fifth Grade Elementary School Student
Gender: Male   Age: 10
Height: 4'8"   Weight: 93 lbs.
Blood Type: AB   Birth Date: 3/30
Zodiac Sign: Aries
Where: Residential District—Dobuita

An energetic child, Hideki is a fifth grader and the little brother of Eri Tajima. He often says he wishes Nozomi was his sister instead. He likes lunchtime and physical education, but hates studying. Helped by his sister, he tries to finish his homework, but quickly gets bored of it. However, he ends up finishing it tearfully, because Eri pokes him relentlessly until he does. His wildest dream is to become Prime Minister. If he were, he'd reform the education system by banning homework and all subjects except physical education from schools. Yet, he hasn't thought about the fact that were he to become Prime Minister, he'd no longer be at school!

Hiroshi Kawamoto

Role: Newspaper Deliverer
Gender: Male   Age: 23
Height: 5'7"   Weight: 143 lbs.
Blood Type: A   Birth Date: 7/11
Zodiac Sign: Cancer
Where: Residential District—Dobuita

Hiroshi attends college by making use of a scholarship from the newspaper publishing company. It must be quite hard for him to deliver papers at the fixed time in the morning and evening everyday but he has continued doing it diligently for four years without missing a day. He will likely contribute greatly to the future of this country, but only if his grades are good enough.

Kame Shibukawa

Role: Searching for the "Yamamoto Family"
Gender: Female   Age: 44
Height: 5'0"   Weight: 93 lbs.
Blood Type: O   Birth Date: 4/28
Zodiac Sign: Taurus
Where: Event Only

Kame is an elderly lady whom Ryo meets in Sakuragaoka. She lives in Chiba, but came to Yokosuka to visit her friend Yamamoto-san, when she lost her way. While her eyesight is poor, she is a very sweet woman and she always talks quietly and politely in the manner of a mild-mannered grandmother. She also happens to be an acquaintance of Xia Xiu Yu and drops by Dobuita once in a while to visit her.

Kaoru Takahashi

Role: Fifth Grade Elementary School Student
Gender: Female   Age: 11
Height: 4'10"   Weight: 88 lbs.
Blood Type: B   Birth Date: 3/16
Zodiac Sign: Pisces
Where: Residential District—Dobuita

Kaoru enjoys her classes, which sounds nice, but the fact is the only classes she enjoys are karate, shaolin, and aikido. Recently she started taking ballet lessons, too, but quit when she noticed that the way she moved her hands and toes looked too much like kung fu.

Kayoko Ito

Role: Young Girl Who Draws on Roads
Gender: Female   Age: 6
Height: 3'8"   Weight: 49 lbs.
Blood Type: O   Birth Date: 10/23
Zodiac Sign: Libra
Where: Residential District

Kayoko is the younger sister of Naoyuki and Yasuo Ito and a first grade elementary school student. She is always following Yasuo around, but he often tries to ignore her. She really likes to draw pictures and often uses chalk to draw on the road. If Yasuo isn't looking after her, and her parents come home late, she spends her time drawing while waiting for them. She loves animals and has a special talent easily making friends with cats and dogs.

Kenta Iwasaki

Role: Third Grade Elementary School Student
Gender: Male
Age: 8
Height: 4'2"
Weight: 71 lbs.
Blood Type: A
Birth Date: 2/23
Zodiac Sign: Pisces
Where: Residential District—Dobuita

Kenta is a bouncy child often playing around the residential streets in the neighborhood of Dobuita. Despite his sweet looks, he is a real brat at home. He knows how to get along in life—he is shrewd and good at winning grown-ups' favor.

Daily Routine

Time	Location
10:00	Home/Sakuragaoka Park/Abe Store/Telephone booth
14:30	Toward Bus Stop (outside range)
16:30	Home/Abe Store/Sakuragaoka Park/Yamanose Shrine/Home

Kiyoshi Nishida

Role: Office Worker
Gender: Male   Age: 40
Height: 5'6"   Weight: 137 lbs.
Blood Type: O   Birth Date: 7/8
Zodiac Sign: Cancer
Where: Residential District—Dobuita

He is the scout for a modeling agency. In the industry, he is well known as Naked Nishi-san among fellow agents. He is such a go-getter that other agents can make deals just by mentioning "Nishi-san" to their counterparts. However, nobody knows why his nickname is Naked Nishi-san.

Kota Mitsui

Role: Leader of a Group of Bratty Kids
Gender: Male   Age: 8
Height: 4'4"   Weight: 73 lbs.
Blood Type: B   Birth Date: 11/16
Zodiac Sign: Scorpio
Where: Residential District—Dobuita

A leader among the kids in the neighborhood, Kota likes playing soccer and video games. He loves talking about soccer with his best friend Yasuo. Influenced by a popular comic book, he wants to become an ace striker in the All Japan League and enter the World Cup. He is at his best when it comes to physical education, but he is very bad at studying and his grades are in the lower half of his class. In particular, he dislikes Japanese, and Kanji dictation is his worst nightmare.

Kotaro Sumiya

Role: Fifth Grade Elementary School Student
Gender: Male   Age: 11
Height: 4'9"   Weight: 93 lbs.
Blood Type: B   Birth Date: 4/15
Zodiac Sign: Aries
Where: Residential District—Dobuita

Kotaro is a baseball fan and often seems bored because his father, who plays catch with him, is now away on business and returns only once a month. His mother constantly nags at him to study harder. What Kotaro hates the most is that people say he looks exactly like his mother. He believes that his mother talks too much, has a strange face, and is not so pretty compared to his friend's mother. He sometimes imagines that he is adopted and that his real mother is living in some distant place. Coming back to reality, however, he realizes that his dream can't be true because they really do look so much alike. Disappointed, he keeps staring at himself in a mirror.

Kyosuke Nishida

Role: Naughty Boy
Gender: Male   Age: 6
Height: 4'1"   Weight: 84 lbs.
Blood Type: A   Birth Date: 3/9
Zodiac Sign: Pisces
Where: Event Only

Kyosuke was the boy whose toy plane hit Akio Enoki. Being a spoiled child, he knows nothing about manners. He actually lives outside Sakuragaoka but likes to venture there to play. It seems he has dinner alone all the time because his parents are working, leaving him very isolated.

Manabu Takimoto

Role: Newly Single Architect
Gender: Male
Age: 36
Height: 5'5"
Weight: 148 lbs.
Blood Type: O
Birth Date: 7/20
Zodiac Sign: Cancer
Where: Residential District—Dobuita

One of the greatest architects of our time, Manabu is the designer of a number of very avant-garde buildings. At the request of a friend, he is working now in Sakuragaoka. He threw away a chance to work on a big project because he couldn't say no to his friend. He is single now—his wife left him because he was too occupied with his work. He had a cat, which helped him cope with his loneliness, but she went missing the day the snow turned to rain. In spite of worrying about the whereabouts of his cat, he continues to work hard for his friend.

Daily Routine

Time	Location
08:30	Construction Site
12:00	Ajiichi Chinese Restaurant
13:30	Construction Site
15:00	Ymanose Inari Temple—Dobuita
16:00	Outside of range
18:50	MJQ Jazz Bar
22:00	Suzume Park

Manabu begins his day talking with Yohei Sakamoto at the construction site in Sakuragaoka. Then they go to Dobuita for Chinese food before returning to the site. He then disappears for a while before going to the MJQ Jazz Bar. When the bar closes you find him slowly stumbling to Suzume Park where he ends his day.

Mayumi Mishima

Role: Megumi's Sister, Ryo's Old Classmate
Gender: Female   Age: 18
Height: 5'4"   Weight: 106 lbs.
Blood Type: B   Birth Date: 11/24
Zodiac Sign: Sagittarius
Where: Residential District—Dobuita

Mayumi went to the same school as Ryo from kindergarten to junior high school. She has known Ryo longer than Nozomi partly because their houses are close. She didn't notice her feelings for Ryo until she entered a highly competitive girl's high school and was separated from him. Rather passive by nature, she feels nervous when in the company of both Ryo and Nozomi, as she knows how Nozomi feels for Ryo. She tries to keep some distance from Ryo, as she would rather stay friends than confess her love to him. Anyway, she is occupied with entrance exams at the moment. She is dreaming of becoming a diplomat, but to do so, she must study hard to enter a university of foreign languages and learn Chinese. She sometimes walks around Dobuita and if she comes across Ryo, let alone if he speaks to her, she is happy for the rest of the day.

Megumi Mishima

Role: Mishima Mayumi's Younger Sister
Gender: Female Age: 5
Height: 3'7" Weight: 62 lbs.
Blood Type: B Birth Date: 3/25
Zodiac Sign: Aries
Where: Residential District—Dobuita

This charming little girl is in the senior class of Yokosuka-dai Kindergarten. Because Megumi has a sister more than 10 years older, she is precocious. She is anxious to go to elementary school and is always running around with Mayumi's old school bag on her back. She loves animals and wants to have a pet, but she is not allowed to. She rescued a stray kitten in Sakuragaoka but her mother won't allow her to keep it at home so she takes care of the stray kitten at the local shrine. Her sociable character attracts many older friends. Yamagishi-san is one of them. She often visits him without telling her mother and comes back after eating snacks. Ryo is also a good friend of hers. When she saw Mayumi and Ryo talking, she innocently asked if they were getting married, and made them embarrassed. Recently she came to understand what "getting married" means. When she was asked by Nozomi, "What would you like to be when you grow up?" she answered cheerfully, "I am going to be married to Ryo." This answer really surprised Nozomi.

Note

Megumi spends most of her time at the Yamanose Inari Shrine with the kitten. On weekends and New Year's Day you find her walking around town. You can also find her drawing in Sakuragaoka Park after 14:00.

Mitsugu Nomura

Role: Taxi Driver
Gender: Male Age: 45
Height: 5'9" Weight: 155 lbs.
Blood Type: AB Birth Date: 7/9
Zodiac Sign: Cancer
Where: Residential District—Dobuita

Mitsugu is a seasoned taxi driver with 27 years of experience. He resigned from a large taxi company and became a private taxi driver, so he must endure irregular hours and reduced income in exchange for his freedom from authority. He and his wife, Taeko, are not getting along. He walks around Dobuita or takes a nap in the daytime because he doesn't want to see her. At night, he goes out to work. He lives a willful life in this way. Their alienation began after their daughter Yukie left home suddenly to live in Tokyo. Since then, six months have passed and there has been no word from her. Each blames the other for this abandonment and they have had repeated quarrels. It would appear their marriage is about to break up, but nobody in Sakuragaoka knows about this yet.

Naomichi Tsukamoto

Role: Free Battle Opponent
Gender: Male Age: 16
Height: 5'7" Weight: 128 lbs.
Blood Type: B Birth Date: 6/23
Zodiac Sign: Cancer
Where: Event Only

The sworn brother of Akio Enoki, Naomichi, looks like a classic punk and cuts school quite often. Despite his truancy, he is rather bright and his grades are fairly good. He always hangs around with his classmate, Takuya Maruyama, and often goes looking for people to pick fights with. Despite his mean exterior, he has a sensitive character. He constantly worries about what he should do after graduation.

Naoyuki Ito

Role: Ryo's Classmate
Gender: Male
Age: 18
Height: 5'10"
Weight: 135 lbs.
Blood Type: O
Birth Date: 5/14
Zodiac Sign: Taurus
Where: Residential District—Dobuita

Naoyuki is the elder brother of Yasuo and Kayoko Ito. There's a big difference between the siblings' ages. He is a kind, gentle boy who takes good care of his brother and sister while his parents are busy with their work. However, he often has to leave his sister with his younger brother because he is studying for the college entrance exams. He is close to Ryo and Ichiro who are in the same class. Ryo and Ichiro were already friends when Naoyuki's family moved to Sakuragaoka when he was in the second grade. At first, other classmates bullied Naoyuki because he was the new guy, so when Ryo helped him out they became good friends. He earned money doing a part-time job that he worked at since he started high school, and he recently bought a motorcycle, something he'd been dreaming of for years. He is so excited that he can't stop talking about the motorcycle to Ryo and Ichiro. He is good at science and mathematics, and his grades are among the highest in his class. Above all, his physics grade is the top in the entire school.

Daily Routine

Time	Location
15:50	Gets on bus at Dobuita Bus Stop
16:00	Funny Bear Burgers
17:00	Water Dragon Thrift Store
17:30	Mary's Patches and Embroidery Shop
18:10	Jupitor's Jackets
18:20	Home

Naoyuki heads to Funny Bear Burgers after school. Then he wanders the streets with Ichiro Sakurada until heading home for the evening.

Natsuki Sumiya

Role: Neighbor
Gender: Female
Age: 39
Height: 5'0"
Weight: 115 lbs.
Blood Type: O
Birth Date: 12/19
Zodiac Sign: Sagittarius
Where: Residential District—Dobuita

Natsuki has dreamed of being a housewife since she was a child. After graduating from college, she got a job for a construction company for the short term, but ended up working there for almost 10 years. When she was nearly 30—just as she was starting to think she'd never find someone worth marrying—she accompanied her boss to a meeting one day with Mikio Sumiya, an elite government official of the Ministry of Construction. She and Mikio fell in love and married after a brief courtship; so at last, Natsuki is fulfilling her dream. Her fellow workers still talk about her story as a fairytale ending. The couple bought a house in Sakuragaoka when their first son Kotaro was born, 11 years ago. Mikio is frequently transferred and is now in Hiroshima living alone. Sumitani really likes chitchatting. One of her pastimes is to gather information on show business from TV programs and magazines and be the first to tell friends about it. Furthermore, she likes to gossip about her neighbors. She is not satisfied unless she knows everything that's happening in the community. She might have useful information for Ryo, but there are times when she slanders people. She may appear to be concerned about an incident, but more likely she just wants to know so she can spread the word.

Daily Routine

Time	Location
08:30	In front of house
10:00	Telephone booth in vacant lot
12:10	Funny Bear Burgers/Hokuhoku Lunch Box Shop/Asia Travel Co./Water Dragon Thrift Store/Home
15:10	Telephone booth in vacant lot
19:00	At home
22:30	In front of house

Natsuki begins her day working in front of her home. She then chats with Fusako for a while near the phone booth. Around noon she heads into town to shop. When she heads home she stops to talk again with Fusayo Mishima.

Setsu Abe

Role: Owner of Candy Shop
Gender: Female Age: 75
Height: 5'1" Weight: 106 lbs.
Blood Type: B Birth Date: 11/24
Zodiac Sign: Sagittarius
Where: Dobuita—Abe Store

Setsu resided in Manchuria with her husband Tomekichi, who was a schoolteacher, during the Japanese occupation of the prewar period. When they tried to return to Japan during the war, Tomekichi and Setsu were separated in the confusion of the evacuation. Finally, Setsu arrived in Tokyo, but found her house had been burnt down and she couldn't locate her parents. So she headed for Yokosuka where Tomekichi's parents lived. Although their house remained standing, Tomekichi's parents were missing. Setsu decided to settle there in the event that her husband or his parents might return. She opened a small candy store in the entrance hall of the house. She has been running this small shop alone ever since. Everyday, for the past 40 years, she prepared a meal for two in the hope that her missing Tomekichi might one day come home. Although she lives alone, she enjoys the company of the children coming to the shop for candy and snacks. The past few years have seen her growing increasingly more senile and she imagines there is a connection between herself and Ryo, like that of a mother and a son. Much to Ryo's chagrin, she doesn't acknowledge the fact that he is grown and always treats him like a little boy.

Shigeo Yamagishi

Role: Old Soldier
Gender: Male Age: 75
Height: 5'7" Weight: 150 lbs.
Blood Type: AB Birth Date: 2/27
Zodiac Sign: Pisces
Where: Residential District—Dobuita

Shigeo was born in Itabashi, Tokyo, and is well versed in the traditional martial arts. With a strong affection for the martial arts from childhood, he trained until he was drafted into the military shortly after turning 30. He was sent with the Kanto army to the front lines. Due to his knowledge of communication techniques, developed while working at a manufacturer of Morse code generators, he was used on various missions (including decoding Chinese and Russian codes) as a technical officer. When the war was over, he married and moved to Sakuragaoka at his wife's urging because she loved the cherry trees there. They even planted a cherry tree in their home garden. When his wife died, he cut it down, trying to break the link with his past, but now he seems to regret doing so. Ine-san has long been a close acquaintance with Shigeo. This friendship has deepened since his wife died. He now harbors feelings of affection for Ine-san, but he avoids showing her these feelings, instead often treating Ine-san and Ryo with indifference. Years ago, when Shigeo became acquainted with Iwao, the master of Hazuki Dojo, he restarted his training again. Iwao and Shigeo developed a close friendship and always drank sake together after their practices. Shigeo stopped training again after he hurt his back. He is very strict about manners and behavior, even with the children gathering around the Abe Store. He has often scolded Ryo in the past for various reasons.

Shinichi Yamashita

Role: Post Office Worker
Gender: Male Age: 32
Height: 5'6" Weight: 124 lbs.
Blood Type: A Birth Date: 10/22
Zodiac Sign: Libra
Where: Residential District—Dobuita

Shinichi is a 32 year old, high-spirited postman who

is exclusively in charge of the neighborhood of Dobuita. He likes the color red and had dreamed of becoming either a postman or fireman since he was a child. According to him, he chose the postal service because he was strongly attracted to the outlined postal logo on the red background.

Suguru Hirano

Role:	Office Worker		
Gende:r	Male	Age:	40
Height:	5'7"	Weight:	146 lbs.
Blood Type:	A	Birth Date:	1/22
Zodiac Sign:	Aquarius		
Where:	Residential District—Dobuita		

Suguru got divorced 10 years ago after his wife left him when she found out that he had an affair. Fortunately he can work without concern now, because their daughter Minako, takes care of the household and Yuji, his good-tempered son doesn't need much care. Since his love affair 10 years ago, he has never had any luck with women, let alone any chances of a second marriage. He has started to collect brochures from marriage counseling centers for middle-aged and senior people, thinking ahead to his future after Minako gets married and leaves home.

Taeko Nomura

Role:	Housewives Group, Wife of Mitsugu Nomura
Gender:	Female
Age:	44
Height:	5'2"
Weight:	119 lbs.
Blood Type:	O
Birth Date:	10/23
Zodiac Sign:	Libra
Where:	Residential District—Dobuita

Taeko is the wife of the private taxi driver, Mitsugu Nomura, but they don't get along well. Although she's decided not to get divorced, she's given up doing housework. Their house is an utter mess. The reason for the Nomura's problems is Yukie, their missing daughter. Yukie left home six months ago, saying "I'm going to Tokyo" and never returned. Their marriage is on the verge of collapse, and they are both tired of blaming each other. The residents of Sakuragaoka haven't noticed what has happened to the family.

Daily Routine

Time	Location
08:00	Home/Aida Flower Shop/Tamura Quality Meats/Uokichi Seafood/Honda Drug Store (loop)
19:00	Aida Flower Shop
19:30	Home

Taeko visits many shops throughout the day. She doesn't make any purchases, but enjoys talking to the various people she encounters.

Takuya Maruyama

Role:	Free Battle Opponent		
Gender:	Male	Age:	16
Height:	5'6"	Weight:	130 lbs.
Blood Type:	AB	Birth Date:	4/11
Zodiac Sign:	Aries		
Where:	Event Only		

Another sworn brother of Akio Enoki, this well-known delinquent was forced to submit to Akio during his junior high school days. He is relatively short in both height and temper, and he snaps easily. He and Naomichi Tsukamoto, who happens to be in the same class, are together most of the time, either cutting school or looking for a fight.

Tatsuya Yamamoto

Role:	Gacha-Gacha Fan		
Gender:	Male	Age:	7
Height:	3'11"	Weight:	77 lbs.
Blood Type:	A	Birth Date:	2/24
Zodiac Sign:	Pisces		
Where:	Residential District—Dobuita		

Tatsuya has very strict parents who nag him endlessly about his studies so he goes out often and comes back late, which makes his parents even angrier. His monthly allowance from his parents is only 500 Yen, so he doesn't waste money. He can't afford to try the Capsule Toy Machine, his favorite pastime next to eating snacks, so he always tries to persuade Ryo, and any other adults he knows, to give him money. He sometimes flatters Nozomi and Mayumi to finagle money out of them. Sly examples include him saying, "Ryo said you are cute," to Mayumi and then pestering her for money. When Ryo found out, he scolded Tatsuya severely, but the young boy's never learned his lesson. Ryo sympathizes with him a bit because he also liked the Capsule Toy Machines when he was a child, but Iwao didn't give him enough money for it either. Still, Ryo worries about Tatsuya because he shows no interest in making friends and is more concerned with trying to get prizes.

Tsuyoshi Takashima

Role:	Classic Drunk		
Gender:	Male	Age:	56
Height:	5'3"	Weight:	146 lbs.
Blood Type:	B	Birth Date:	11/4
Zodiac Sign:	Scorpio		
Where:	Residential District—Dobuita		

Tsuyoshi is a middle-aged man whose ambition as a young man was to be an actor. However, his poor acting ability only allowed him to get minor roles in which he was invariably killed. Although his roles were only minor, he had the chance to appear with some of the more famous actors of that era, but he doesn't like to boast about it. Nowadays, he always pretends to be drunk, which is probably the best acting he's ever done.

Yasuo Ito

Role:	Soccer Playing Youth		
Gender:	Male	Age:	7
Height:	3'10"	Weight:	53 lbs.
Blood Type:	O	Birth Date:	2/16
Zodiac Sign:	Aquarius		
Where:	Residential District—Dobuita		

Yasuo is the middle brother of the Ito siblings. He takes care of his sister while his parents and elder brother are out. Their parents are busy with work, and his elder brother is studying hard for an entrance examination. Like his friend Kota, he is crazy about soccer and the two of them never get tired of talking about it. His dream is to be a goalkeeper and play in the World Cup with Kota. He is an excellent student, excels in logic, and his grades are among the highest in the class. He is particularly good at science and mathematics. His score in mathematics is top among all the classes in his grade. He often does Kota's homework for him. He likes physical education too, but he can't do certain bar exercises in gymnastics.

Yohei Sakamoto

Role:	Construction Site Foreman		
Gender:	Male	Age:	37
Height:	5'10"	Weight:	170 lbs.
Blood Type:	A	Birth Date:	9/15
Zodiac Sign:	Virgo		
Where:	Residential District—Dobuita		

Yohei works at the SEGA Construction Company, a major construction company in Yokohama and is currently the contractor hired to build the Takimoto's house Sakuragaoka. The plan for the Takimoto's house has been frequently altered and he is now attempting to carry out the third plan. He is disgusted with Takimoto-san, who keeps changing the construction plan, but he continues without complaining. They aren't making much progress with the construction so it's a relief that there's no deadline. Because he is married and has a five year-old daughter, he goes home daily before sunset.

Yoshikazu Takahashi

Role:	Office Worker		
Gender:	Male	Age:	42
Height:	5'9"	Weight:	159 lbs.
Blood Type:	O	Birth Date:	9/8
Zodiac Sign:	Virgo		
Where:	Residential District—Dobuita		

Though Yoshikazu continues to wear a suit and carry a briefcase, he lost his job recently due to the company's bankruptcy. He hasn't had the courage to tell his wife and children about his situation. He leaves home, pretending to go to work as usual, but wanders about Dobuita, killing time.

Yuji Hirano

Role:	Younger Classmate at Ryo's High School		
Gender:	Male	Age:	16
Height:	5'9"	Weight:	141 lbs.
Blood Type:	B	Birth Date:	4/23
Zodiac Sign:	Taurus		
Where:	Residential District—Dobuita		

Yuji lives in Sakuragaoka and has an older sister, Minako, who is a student at a women's college. He doesn't fantasize about, nor have many expectations of girls because he was brought up with a sister who acts one way in front of the family and then completely different (pretending to be ladylike) in front of boys. He feels very awkward when girls come up to him to ask, "Do you know what kind of girl Ryo likes?" He has mixed feelings because he respects Ryo as a strong and cool guy, but he often feels second rate in comparison. Watching the way his sister acts, he can't help thinking that college would be useless. Instead, he wishes to live like Ryo, who has a firm objective. Because he has no particular interest at the moment, Yuji frequents the arcade on his way home, leaving the difficult thinking till later. Maybe he and his sister think similarly, though they are not aware of it.

Animals

Surely you've seen the dogs and cats and various other animals walking around. Well, whether you've been wondering about them or not, here's some information on who they are. Now you can call them by name when you cross paths.

Kitten

Role:	Kitten Events		
Gender:	Female	Age:	0
Body Length:	Unknown	Weight:	Unknown
Birth Date:	10/16		
Location:	Yamanose		

In the middle of a typhoon, this sweet kitty was born to a black cat living among the shrubs of Sakuragaoka Park. She's a tabby cat with black and white stripes, the only survivor of a litter of three. A cold snap and consistently bad weather caused the early demise of her black-and-white siblings. She grew up quickly and was just getting old enough to move around when her mother was run over by a black car. The two had been attempting to move to a nearby park when this occurred. Being so tiny, Kitty wasn't able to understand what had happened to her mother, but she did realize that her mother had managed to save her life. Kitty's leg was injured in the accident so she was unable to continue the journey or even return to her birthplace. Megumi found her crying by the road and she now lives in a cardboard box, with a roof and towel bedding, at the neighborhood shrine. It is much more comfortable than living in the park and she is content because the children come and feed her. A white male cat that looks similar to her has been seen around the Yamanose and Sakuragaoka areas and it is thought that it might be her father.

Black Cat (Kuro)

Role: Extra
Gender: Female Age: 1
Body Length: 1'8" Weight: 7 lbs.
Location: Dobuita

Kuro is a stray cat whose extensive territory includes Sakuragaoka and Yamanose. She looks a lot like the mother of Megumi's kitten living in Yamanose Shrine and is likely to be the kitten's aunt. Yuriko Kikuchi, of the Smiley Flower Shop, once wanted to keep Kuro, but gave up because she lives in an apartment that won't allow pets. Instead, Yuriko took the cat to a vet to be spayed, as it was the only thing she could do for her.

White Cat (Shiro)

Role: Extra
Gender: Male Age: 3
Body Length: 1'9" Weight: 9 lbs.
Location: Yamanose and Sakuragaoka

Shiro is a stray cat living in the vicinity of Yamanose and Sakuragaoka. Originally he was a beautiful white cat, however now he looks grayish because he doesn't like to groom himself. Megumi's kitten seems to resemble Shiro. People say that he must be the kitten's father. However, the truth is unknown.

Yellow Cat (Ki)

Role: Extra
Gender: Male Age: 2
Body Length: 1'7" Weight: 7 lbs.
Location: New Yokosuka Harbor

This stray cat, which lives in the vicinity of Yamanose and Sakuragaoka, seems to have been abandoned by a family that lived in Yamanose until last year when they moved out. Often seen fighting with a big white cat over territory and food, Ki seems to be weaker than the white one and often is seen hiding under the bushes.

Brown Dog (Cha)

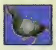
Role: Extra
Gender: Male Age: 6
Body Length: 2'8" Weight: 46 lbs.
Location: Dobuita

This dog mooches off the residents in Dobuita. Wearing no collar, Cha seems to be a stray, but he still has a sleek coat of fur. Maybe somebody is feeding and taking care of Cha regularly. Or perhaps a lazy owner who wanted to save time taking the dog for a walk might have released him from his chain.

White Dog (Shiro)

Role: Extra
Gender: Female Age: 5
Body Length: 2'6" Weight: 40 lbs.
Location: New Yokosuka Harbor

This dog wanders about the residential area and Dobuita and seems to be too old to bark or run around. Due to Shiro's mild disposition, other dogs living in Dobuita or the residential areas are seldom seen fighting with Shiro over territory.



Pigeon (Dove)

Role: Animal
Gender: Male Age: Unknown
Body Length: 1'4" Weight: Unknown
Location: New Yokosuka Harbor

There is a flock of pigeons in New Yokosuka Harbor. Among the numerous gray pigeons are a few white pigeons and dark pigeons. They are tame and won't fly away unless you get really close to them. An office girl in the harbor is said to have named all of the pigeons.

Seagull

Role: Animal
Gender: Female Age: Unknown
Body Length: 2'0" Weight: Unknown
Location: New Yokosuka Harbor

Flocks of seagulls fly in the sky above the New Yokosuka Harbor. They are not as tame as the pigeons and therefore seldom land on the ground or fly low. They are on constant watch for the chance to snatch away fish left behind by fishermen or steal the pigeon feed thrown by workers.

Families

Below are several family trees of just a few of the families residing in the land of Shenmue.

Aida Family (Aida Flower Shop)

Name: Makoto
Age: N/A
Title: Nozomi's Grandfather (Deceased)

Name: Toki
Age: 70
Title: Nozomi's Grandmother

Name: Unknown
Age: Unknown
Title: Nozomi's Father (in Canada)

Name: Risa
Age: Unknown
Title: Nozomi's Mother (In Canada)

Name: Nozomi
Age: 18
Title: Eldest Daughter

Aoi Family (Yaokatsu Produce)

Name: Masaru
Age: 49
Title: Father

Name: Yoshie
Age: 40
Title: Mother

Name: Hiroshi
Age: 15
Title: Son (In English Boarding School)

Hattori Family (Hattori Sporting Goods)

Name: Mamoru
Age: 50
Title: Uncle

Name: Ryoko
Age: 24
Title: Niece

Hazuki Household

Name: Iwao
Age: 46
Title: Father (Deceased)

Name: Unknown
Age: Unknown
Title: Mother (Deceased)

Name: Ryo
Age: 18
Title: Eldest Son

Name: Masayuki Fukuhara
Age: 26
Title: Apprentice

Name: Ine Hayota
Age: 64
Title: Housekeeper

Hirano Family

Name: Suguru
Age: 40
Title: Father

Name: Yuji
Age: 16
Title: Eldest Son

Name: Minako
Age: 20
Title: Eldest Daughter

Ito Family

Name: Unknown
Age: Unknown
Title: Father

Name: Unknown
Age: Unknown
Title: Mother

Name: Naoyuki
Age: 18
Title: Eldest Son

Name: Yasuo
Age: 7
Title: Second Son
Name: Kayoko
Age: 6
Title: Youngest Sister

Komine Family (Komine Bakery)

Name: Hiromi
Age: 35
Title: Father

Name: Unknown
Age: Unknown
Title: Mother

Name: Yuka
Age: 5
Title: Eldest Daughter

Kondo Family

Name: Unknown
Age: Unknown
Title: Father

Name: Fusako
Age: 50
Title: Mother

Name: Yohei
Age: 19
Title: Eldest Son

Liu Family (Liu Barber & Hair Salon)

Name: Liu Ji You
Age: 42
Title: Husband

Name: Liu En Ling
Age: 42
Title: Wife

Name: Liu Gong Hui
Age: 81
Title: Father

Maeda Family (Maeda's Barbershop)

Name: Ichiro
Age: 52
Title: Father

Name: Unknown
Age: Unknown
Title: Mother

Name: Miki
Age: 20
Title: Eldest Daughter

Mishima Family

Name: Koshin
Age: Unknown
Title: Father

Name: Fusayo
Age: 43
Title: Mother

Name: Mayumi
Age: 18
Title: Eldest Daughter

Name: Megumi
Age: 5
Title: Second Daughter

Nomura Family

Name: Mistugu
Age: 45
Title: Father

Name: Taeko
Age: 44
Title: Mother

Name: Yukie
Age: Unknown
Title: Eldest Daughter

Oishi Family (Bunkado Antiques)

Name: Kenzo
Age: 61
Title: Grandfather

Name: Nishizawa Ryoko
Age: 9
Title: Granddaughter

Sato Family

Name: Arihiro
Age: Unknown
Title: Father

Name: Unknown
Age: Unknown
Title: Mother

Name: Rika
Age: 8
Title: Eldest Daughter

Sawano Family (Hokuhoku Lunch Box)

Name: Unknown
Age: Unknown
Title: Father (Deceased)

Name: Kinuyo
Age: 48
Title: Mother

Name: Hisaka
Age: 24
Title: Eldest Daughter

Name: Mai
Age: 16
Title: Second Daughter

Sumiya Family

Name: Mikio
Age: Unknown
Title: Father

Name: Natsuki
Age: 39
Title: Mother

Name: Kotaro
Age: 11
Title: Eldest Son

Tajima Family

Name: Unknown
Age: Unknow
Title: Fathe

Name: Unknown
Age: Unknown
Title: Mother

Name: Eri
Age: 18
Title: Eldest Daughter

Name: Hideki
Age: 10
Title: Eldest Son

Takahashi Family

Name: Yoshikazu
Age: 42
Title: Father

Name: Unknown
Age: Unknown
Title: Mother

Name: Kaoru
Age: 11
Title: Eldest Daughter

Yu Family (Russiya China Shop)

Name: Ong
Age: Unknown
Title: Grandfather (Deceased)

Name: Xia Xiu Yu
Age: 60
Title: Grandmother

Name: Gao Xie Wen
Age: 5
Title: Grandson

SHENMUE—DISC ONE
WALKTHROUGH

Your adventure begins the day after a mysterious man murders your father. It is up to you, Ryo, to avenge your father's death and to bring his killer to justice.

This section takes you through the first disc. There are many steps involved, but many are optional. The flow chart at the beginning can help you determine which steps you must take and which you can avoid as only the most crucial events are listed below.

Note

The following scenes, sub-events, and talks, are highlights of what is neccessary to progress through the game.

Disc One Structure

Section 1	Section 2	Section 3
Scene 1: Ine's Promise	Scene 1: Ambush	Scene 1: Charlie's Ambush
Sub 1: Iwao's Letter	Scene 2: Charlie	Talk 2: Looking for Wan
Scene 2: Fukuhara in the Dojo	Scene 3: Nozomi Is Worried	Scene 2: Finding Wan
Scene 4: Megumi's Kitten	Scene 4: A Mysterious Letter	Talk 3: Finding Russiya China Shop
Talk 1: Kondo's Clue		Talk 4: Where's Russiya China Shop
Talk 2: Sumiya's Clue		Scene 3: Russiya China Shop
Talk 3: Yamagishi's Clue		Scene 4: A Mysterious Phone Call
Talk 5: Nozomi's Clue		Talk 7: Warehouse #8's Location
Talk 6: Tom's Encounter		Talk 8: How Do I Get to Amihama?
Talk 9: Ajiichi Chinese Restaurant		
Talk 10: Manpukuken Ramen		
Talk 11: Yong and Wu		
Talk 12: Liu Barber and Hair Salon		
Talk 14: Liu Senior		
Sub 11: Brawl in the Alley		
Scene 6: Brawl in Heartbeats		

SECTION 1: The Search BEGINS

Scene 1: Ine's Promise

Location:	Hazuki House/ Entryway
Trigger:	Leaving Ryo's room (First Time)
Timing:	—

Ine Hayata

As you first leave Ryo's room, you run into Ine in the hall. She offers Ryo his daily allowance of 500 Yen and promises to leave 500 more on top of the shoe cabinet every day thereafter. Ine also informs you that Fuku is training in the family Dojo behind the house.

Notes

- Ine-san will leave 500 Yen on the shoe cabinet for me daily.
- I should go to the Dojo and ask Fuku-san...

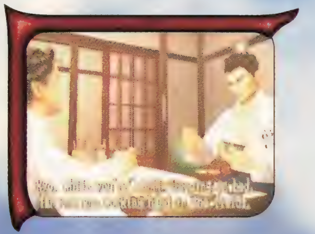
Sub 1: Iwao's Letter

Location:	Hazuki House/ Iwao's Room
Trigger:	Lock-on to the letter on Iwao's table
Timing:	8:30-23:30

If you enter Iwao's room, you find a letter on his desk that was written prior to his murder. The letter suggests that Iwao knew that someone would be coming for him soon. It also offers Ryo some final advice from his father.

Sub 2: Memory of Iwao (#1)

Location:	Hazuki House/ Kitchen
Trigger:	Lock-on to food on table
Timing:	8:30-13:00



If you inspect the kitchen table, Ryo has a flashback to a moment with his father. The young Ryo is refusing to eat his carrots, but his father convinces him otherwise through his wisdom.

Sub 3: Memory of Iwao (#2)

Location:	Hazuki Garden
Trigger:	Approach the cherry tree near the Dojo
Timing:	8:30–23:30

If you approach the base of the cherry tree outside the family Dojo, Ryo becomes swept up in a memory of his father patiently teaching him to fight.

Scene 2: Fukuhara in the Dojo

Location:	Hazuki Family's Dojo
Trigger:	Approach Fuku in the Dojo
Timing:	8:30-23:30

Fuku-san has some information for Ryo concerning Iwao's murderer. He knows that men in black accompanied Lan Di. Unfortunately he doesn't have anything else to share. Talk to Fuku again later and swear not to involve him in this conflict.

Masayuki Fukuhara

Notes

- I'll get revenge for my father!!
- Ask around to see if anyone saw men wearing black that day.
- I can't involve Fuku-san...

Sub 4: Memory of Iwao (#3)

Location:	Hazuki Family's Dojo
Trigger:	Look at the "Eight Principles of Ying-Yang" Scroll
Timing:	8:30-23:30

After young Ryo fights with a friend at school, Iwao teaches him about the value of friends and friendship.

Scene 3: The Locked Box

Location:	Hazuki Family's Dojo
Trigger:	Inspect the wooden box in the Dojo before getting the Mystery Key
Timing:	8:30-23:30

Inspect the locked box in the Dojo before finding the Mystery Key in Iwao's room to get this note added to your notebook. If you inspect the box after finding the key, you won't get this note.

Notes

- I found a locked box in the Dojo. Where's the key?

Scene 4: Megumi's Kitten

Location:	Yamanose Shrine
Trigger:	Pass in front of the shrine
Timing:	8:30-19:00

Masayuki Fukuhara

As you pass the Yamanose Shrine, you find Megumi there with a kitten. She claims that the kitten was orphaned when a black car ran over its mother on the same day that Ryo's father was murdered. The car also almost hit Yamagishi-san, who lives near the candy store in Sakuragaoka, so you'll want to speak with him right away.

Note

When given the option, feed the kitten the Dried Fish from the shrine. Doing so adds a note to your notebook. As the game progresses you can continue to help take care of the kitten by feeding it food that can be bought from either of the Tomato Convenience Stores, the Abe Store, or with food found in the house.

Notes

- Yamagishi-san almost got hit by the black car.
- I need to visit Yamagishi-san.

Sub 5: Giving the Kitten a Name

Location:	Yamanose Shrine
Trigger:	Leave the Shrine and then return and talk to Megumi again
Timing:	8:30-19:00

Leave the shrine after speaking to Megumi for the first time and then return here later. Megumi lets you help pick a name for the kitten. You can pick any name except for "Sasuke." Megumi doesn't like that name, so if you choose it she'll name the kitten Mimi.

Kitten Names

Name	Megumi's Reaction
Mimi	Megumi likes this name a lot. It will be chosen if you pick Sasuke.
Sasuke	This name is too much of a boy's name, so she rejects it.
Chibi	This name stands for "little one" and raises the question as to whether the kitten will still fit the name when it grows up.
Tama	Megumi's older sister, Mayumi Mishima, had a cat by the same name.

Sub 6: Soccer Mishap

Location:	Yamanose
Trigger:	Pass through Yamanose the day after meeting Megumi in Scene 4
Timing:	8:30-16:00

Several children are playing soccer in the street near the Yamanose Shrine. When prompted, press Ⓐ to catch the soccer ball. Otherwise the ball hits a small girl and sends her running off crying.

A
QTE COMMANDS

Note

Once the children leave, you can inspect the little girl's doodles on the pavement. Search the ground where she was kneeling.

Scene 4: Megumi's Kitten

Location:	Pay phone in Sakuragaoka
Trigger:	Talk with the two ladies standing near the phone booth in Sakuragaoka after feeding Megumi's kitten the Fried Tofu in Scene 4
Timing:	8:30-16:00

Fusako Kondo

As you enter Sakuragaoka, you spot two women standing near a phone booth. Talk to Kondo, the woman in the orange coat, and she suggests that you talk to Sumiya-san. The note is added to your notebook only if you fed the kitten the Fried Tofu in Scene 4 instead of Dried Fish.

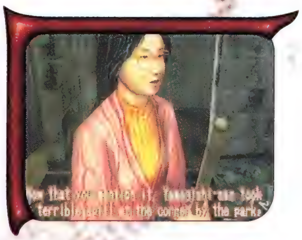
Notes

- Sumiya-san may know something?

Talk 2: Sumiya's Clue

Location:	Sumiya Residence (Sakuragaoka)
Trigger:	Talk to Sumiya
Timing:	8:30-19:00

Natsuki Sumiya



Notes

- Yamagishi-san almost got hit by the black car.
- I need to visit Yamagishi-san.

Find Sumiya outside her home. She tells you that she saw the black car nearly run over Yamagishi, suggesting that you find him for more information. The notes are added to your notebook only if you didn't already get them from Megumi.

Sub 7: Lending a Helping Hand

Location:	In front of Abe Store (Sakuragaoka)
Trigger:	Approach Abe Store
Timing:	8:30-16:00

Notes

- An elderly lady's looking for the Yamamoto house in Sakuragaoka.

As you approach Abe Store, you encounter an old lady looking for the Yamamoto residence. She goes to the park while you look for the address. The Yamamoto home is near the park. Find it by checking the nameplates along the fence line. Once you find it, go to the park and tell the lady. She's very grateful for your assistance.

Talk 3: Yamagishi's Clue

Location:	Yamagishi's Residence (Sakuragaoka)
Trigger:	Speak to Yamagishi at his home
Timing:	8:30-18:00

Shigeo Yamagishi

Find Yamagishi outside of his home. He tells you that the black car came flying around a corner and headed toward Dobuita. He didn't see much, but it gives you a clue to talk to people in town.

Notes

- The black car went toward Dobuita. Maybe people who work there saw it.

Sub 8: Learn From Fukuhara

Location:	Hazuki Family's Dojo
Trigger:	Visit the Hazuki Family's Dojo after speaking to Yamagishi
Timing:	8:30-16:00

Talk to Fuku-san. He's practicing moves in the Dojo. He gives you the opportunity to practice the Pit Blow technique: ← + ⓧ. Perform the technique properly to master it.

FIGHTING TECHNIQUE

PIT BLOW

← + X

Talk 4: Looking for Clues in Dobuita

Location:	Funny Bear Burger/Yaokatsu Produce/Uokichi Seafood (Dobuita)
Trigger:	Talk to the owners of these shops
Timing:	8:30-20:00

Go to Funny Bear Burger, Yaokatsu Produce, and Uokichi Seafood in Dobuita and speak with the owners of each shop. They suggest you talk to Nozomi at Aida Florist. She was irate the other day when a black car splashed mud on her as it sped past.

Note

You can get an additional clue by visiting Lapis Fortune Teller in Dobuita and having your fortune told. This adds the note "Clue: One surrounded by flowers can help" to your notebook.

Notes

- Nozomi (Aida Florist) had mud splashed on her by the black car.

Talk 5: Nozomi's Clue

Location:	Aida Florist (Dobuita)
Trigger:	Speak to Nozomi outside of Aida Florist
Timing:	8:30-22:30

Notes

- Tom (hot dog truck) had words with the men in the black car.

Hitoshi Kai

Walk up the street to Aida Florist and speak with Nozomi, the girl in a plaid skirt and white sweater. She can tell you that the car was a black luxury car, but she didn't notice anything else. Nozomi suggests that you speak with Tom, the dancing man at the hot dog truck, to learn more

Note

Visit Lapis Fortune Teller after speaking with Nozomi and ask for a clue. This adds a note saying "Clue: Seek he who always dances to cheerful music" to your notebook.

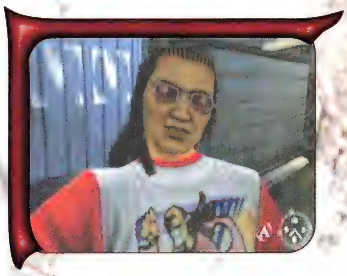
Talk 6: Tom's Encounter

Location:	Tom's Hot Dogs (Dobuita)
Trigger:	Speak with Tom in front of Tom's Hot Dogs
Timing:	8:30-23:30

Notes

- Tom saw Lan Di and suggested I seek information from Chinese people.

Tom Johnson



Find the hot dog truck in the middle of Dobuita and talk to Tom, the owner. Press him for information and he says that one man was wearing a deep green velvet or silk coat. The coat suggests that the wearer may be of Chinese descent. He suggests you talk to someone who's Chinese and points you to the travel agency across the street.

Sub 9: Learn from Yamagishi

Location:	Suzume Park (Dobuita)
Trigger:	Enter Suzume Park in Dobuita after Talk 6
Timing:	15:00-19:00

Go to Suzume Park in Dobuita and talk to Yamagishi. He offers to teach you the Double Blow technique: ← + Ⓧ + Ⓐ. Successfully perform the technique to learn it.

FIGHTING TECHNIQUE

DOUBLE BLOW

← + Ⓧ + Ⓐ

Talk 7: Searching for Chinese People in Dobuita

Location:	Nearly any shop in Dobuita
Trigger:	Talk with the owner of each shop
Timing:	8:30-various closing times

Tom suggests you talk to the man at Global Travel Agency to find out about Chinese people living in Dobuita. However you can talk to just about any shop owner and get the same answer. Everyone suggests that you talk to the owners of Ajiichi Chinese Restaurant.

Notes

- I'll ask Ajiichi Chinese Restaurant owner Tao-san.

Talk 8: Where is Ajiichi Chinese Restaurant?

Location:	Aida Florist/Bob's Pizzeria/Water Dragon (Dobuita)
Trigger:	Speak with the owners of these shops
Timing:	8:30-various closing times

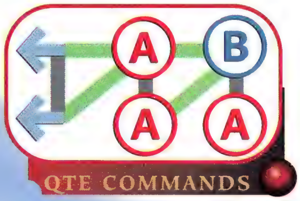
Three people can tell you where to find the Ajiichi Chinese Restaurant. If you visit Ajiichi before talking to them, you won't get this note.

Notes

- Ajiichi Chinese Restaurant is across from Hattori Sporting Goods.

Sub 10: Clash wih Enoki

Location:	Near Tomato Convenience Store (Dobuita)
Trigger:	Walk toward Yaokatsu Produce from the direction of the Tomato Convenience Store
Timing:	11:00-15:00



As you pass near the Tomato Convenience Store, you're confronted by two thugs. Press ← Ⓐ Ⓑ when prompted to fight them off.

Talk 9: Ajiichi Chinese Restaurant

Location:	Ajiichi Chinese Restaurant (Dobuita)
Trigger:	Talk to the owners of the shop
Timing:	10:00-21:00

Notes

- When searching for Chinese, seek the 3 Blades.
- 3 Blades: Knives...cook, Manpukuken Ramen; scissors... tailor, Itoi-san of Mary's Patches & Embroidery; razors...barber, Maeda-san.

Takichi Tao

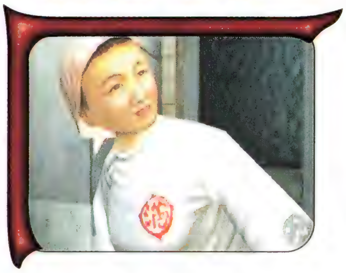
Go to Ajiichi Chinese Restaurant and speak to Takichi Tao. He gives you your first major clue by suggesting that you look for members of the Three Blades: the cook at Manpukuken Ramen, Itoi of Mary's Patches and Embroidery, and Maeda the barber.

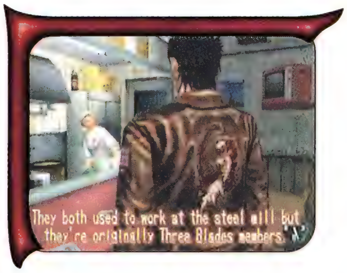
Talk 10: Manpukuken Ramen

Location:	Manpukuken Ramen (Dobuita)
Trigger:	Talk to the shop owner
Timing:	17:00-23:30

Notes
- Ex-3 Blades: Yong-san & Wu-san
- Yong and Wu frequent bars in the evenings.

Junko Yamamoto





Go to Manpukuken Ramen and speak with the owner, Junko Yamamoto. She suggests that you find Yong and Wu and talk to them. They often frequent bars at night. Be sure to visit Manpukuken Ramen before the other shops mentioned at Ajiichi, otherwise you won't get this note for your notebook

Talk 11: Yong and Wu

Location:	Bar Yokosuka (Dobuita)
Trigger:	Talk with the two male customers inside the bar
Timing:	17:00-23:30

Go to the Bar Yokosuka and find Wu and Yong drinking there. Talk to them twice to learn that you should visit Liu Barber & Hair Salon.

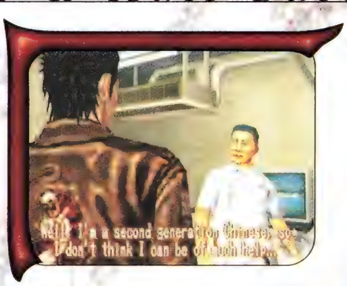
Notes
- I should visit the Liu Barber & Hair Salon.

Note

You can also get this note by talking to Maeda or Itoi as suggested by Takichi Tao during Talk 9. However you'll miss the note about Yong and Wu.

Talk 12: Liu Barber & Hair Salon

Location:	Liu Barber & Hair Salon (Dobuita)
Trigger:	Talk with the shop owner
Timing:	10:00-19:00



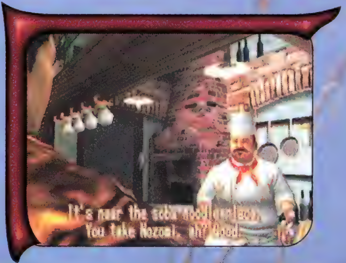
Find the Liu Barber & Hair Salon in Dobuita. The barber and his wife suggest that you talk Liu's father who may be in Suzume Park.

Notes
- Must speak with Liu Senior who walks in Suzume Park.

Talk 13: Finding Suzume Park

Location:	Bob's Pizzeria (Dobuita)
Trigger:	Talk to Mario
Timing:	17:00-23:30

Mario Grianni



Visit Bob's Pizzeria and talk to Mario twice. He tells you where to find Suzume Park. You must speak to him twice before your notebook is updated.

Notes

- Suzume Park is near Yamaji Soba Noodles.

Note

Visit Lapis Fortune Teller and ask for a clue. You get a clue stating "Clue: Your guide awaits in a park for you."

Talk 14: Liu Senior

Location:	Suzume Park (Dobuita)
Trigger:	Talk to Liu Senior
Timing:	8:30-20:00

Notes

- Lan Di—black-market Chinese Organization or Chinese Mafia?
- Sailors who work Hong Kong or Shanghai import may know about Chinese Mafia?
- Must find sailors.

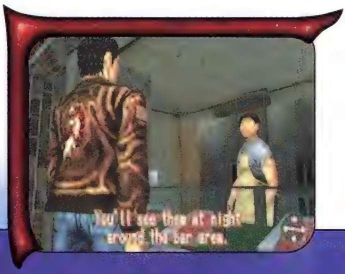
Kokei Liu

Talk to Liu and he suggests that Lan Di may be part of a gang. Some gangs have set up bases near the harbor. He suggests that you find sailors, because they would be familiar with the harbor area.

Talk 15: Finding Sailors

Location:	Nearly any shop in Dobuita
Trigger:	Talk with the owner of each shop in Dobuita
Timing:	8:30-various closing times

Wander the village and talk to the shop owners in Dobuita. They suggest that you look for sailors in bars at night. Sailors love the nightlife and sake.



Notes

- Sailors hang out in bars at night.

Note

Visit the Lapis Fortune Teller and you can get a clue to help you out. You'll get the "Clue: Neon lights shall guide your way."

Talk 16: Checking the Bars

Location:	Bar Yokosuka (Dobuita)
Trigger:	Talk to the bartender
Timing:	17:00-23:30

Notes

- Bars that sailors frequent: MJQ Jazz Bar, Heartbeats Bar.

Teruhiko Saijo

Go to Bar Yokosuka and talk to the bartender. He suggests that you look for sailors at one of the other bars in town: the MJQ Jazz Bar or Heartbeats.

Scene 5: Billiards Challenge

Location:	MJQ Jazz Bar (Dobuita)
Trigger:	Talk to the men in the back of the bar
Timing:	19:00-23:30

Notes

- It looks as though sailors go to Heartbeats.

The right shot

Go to MJQ Bar and talk to the bartender. He points you to a pair of guys in back of the bar playing pool. They challenge you to a bet. Make the shot and you get information. Miss it and you lose 1,000 Yen and get no information.

Talk 17: Finding Heartbeats

Location:	Linda Bar/Tom's Hot Dogs/ Jupitor's Jackets/Kurita Military Surplus
Trigger:	Talk to the shop owners after winning the billiard challenge
Timing:	10:00-23:30

If you were successful at the billiards challenge at the MJQ Jazz Bar, you know you need to find Heartbeats. Visit the shops that are still open in Dobuita to learn where to go.

Note

Visit the Lapis Fortune Teller and ask for a clue. She adds the "Clue: He you seek waits on a dark street" note to your notebook.

Sub 11: Brawl in the Alley

Location:	Alley outside of Heartbeats
Trigger:	Go down the stairs toward Heartbeats
Timing:	19:00-23:30

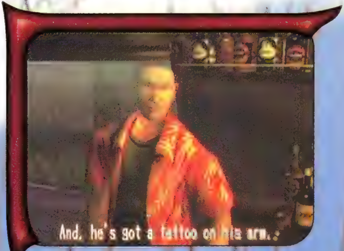
Notes

- Sailors hang out in bars at night.

As Ryo approaches Heartbeats he is confronted by a couple of drunken sailors. When prompted, enter the following commands: Ⓑ Ⓐ.

Scene 6: Brawl in Heartbeats

Location:	Heartbeats (Dobuita)
Trigger:	Enter the bar
Timing:	19:00-23:30



Upon entering Heartbeats bar, Ryo is jumped by several surly bar patrons. Quickly defeat them by pressing Ⓑ, Ⓐ, Ⓑ, Ⓐ when prompted. After the fight you learn that you need to find a local thug named Charlie.

Notes

- Charlie has arm tattoo, black leather jacket, sunglasses, rides a hawg.
- Heard Charlie's a biker.
- I should visit Knocking Motorcycle Shop for information.
- Where is Charlie?

Note

Go to Lapis to have your fortune told. You'll receive "Clue: The one you seek can be found on the night streets."

SECTION 2: FINDING CHARLIE

Sub 1: Confrontation in Sakuragoaka Park

Location:	Sakuragoaka Park (Sakuragoaka)
Trigger:	Visit Sakuragoaka Park on a nice day after going to Heartbeats
Timing:	8:30-19:00

If you enter Sakuragoaka Park on a day when it isn't raining after going to Heartbeats, you encounter Enoki and Harasaki harassing Nozomi. This is your first chance to battle more than one opponent in Free Battle Mode. Hopefully you've been practicing every day. Find out more about Free Battle in the fighting chapter. If you lose this battle you can fight again until you win.

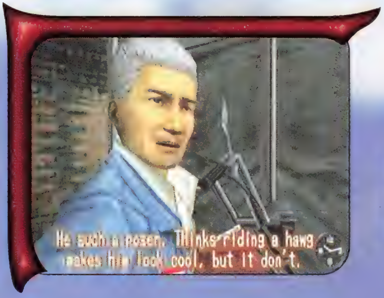
Sub 2: Buy Wang a Drink

Location:	Pop machine outside Nagai Industries (Dobuita)
Trigger:	Pass the pop machine after the fight at Heartbeats
Timing:	8:30-19:00

As you pass through the streets of Dobuita you can purchase a soda for Wang from Ajiichi Chinese Restaurant.

Talk 1: Knocking Motorcycle Shop

Location:	Knocking Motorcycle Shop (Dobuita)
Trigger:	Talk to the shop owner twice
Timing:	10:00-21:00



Talk to Ono at Knocking Motorcycle Shop about Charlie. He suggests that you visit Jupitor's Jackets for more information.

Notes

- Ask Tsuruoka-san (Jacket Shop)

Talk 2: Hokuhoku Lunches

Location:	Hokuhoku Lunches (Dobuita)
Trigger:	Talk to the owner
Timing:	10:00-12:00

Kinuyo Sawano

Talk to Sawano at Hokuhoku Lunches. She suggests that you check Nagai Industries if you're looking for shady characters.

Notes

- Tattoo...Nagai Industries? Could Charlie be Yakuza?
- I should visit Nagai Industries.

Note

Head back to Lapis Fortune Teller and buy a clue. You get the "Clue: Seek a playground to proceed..." note added to your notebook.

Talk 3: Nagai Industries

Location:	Nagai Industries (Dobuita)
Trigger:	Talk to the men inside
Timing:	13:00-23:30

Go to Nagai Industries after 13:00 and speak to the men inside. You learn that Charlie can be found in Dobuita at night and that you should talk to Shiro Kurita at the military surplus store.

Notes

- Charlie will be in Dobuita at night.
- He's often at the military surplus.

Talk 4: Kurita Military Surplus

Location:	Kurita Military Surplus (Dobuita)
Trigger:	Talk to the owner
Timing:	10:00-21:00

Shiro Kurita

Find Kurita-san at Kurita Military Surplus and talk to him about Charlie. He mentions that he saw Charlie come out of Jupitor's Jackets around 19:00.

Notes

- Seen at Jupitor's Jackets around 7ish.

Note

Though several people have seen Charlie wandering around Dobuita at night, it's pointless to look for him here. All this information does is put you in the right place at the right time for the next event.

Scene 1: Ambush

Location:	Outside the You Arcade (Dobuita)
Trigger:	Walk toward the You Arcade at night on the day after the battle at Heartbeats.
Timing:	19:00-23:00

As you hunt for Charlie in Dobuita, you encounter one of the sailors you ran into outside of Heartbeats when you near the You Arcade. He leads you to a parking lot where five guys ambush you. This is a tough Free Battle, but if you lose you get a second chance. You get some information for winning.

Notes

- If Charlie had his tattoo done around here....
- Need to find a tattoo parlor....
- Tattoo parlor location....

Note

Visit the Lapis Fortune Teller after the battle to get the "Clue: Seek 2 men with arm tattoos."

Sub 2: The Kitten's Name

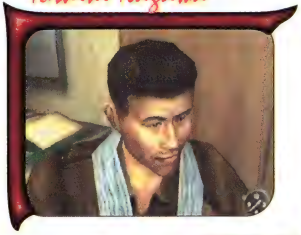
Location:	Yamanose Shrine (Yamanose)
Trigger:	Visit the kitten the day after the fight with the sailors.
Timing:	8:30-18:00

At this point in the game, the kitten's name is decided and everyone begins calling it by that name.

Talk 4: Looking for the Tattoo Parlor

Location:	Nagai Industries (Dobuita)
Trigger:	Talk to Toshiki Kagawa
Timing:	13:00-23:30

Toshiki Kagawa



Return to Nagai Industries and ask about tattoo parlors. Toshiki Kagawa tells you that there's one near a bar in something Heights, an apartment building.

Notes

- Tattoo Parlor at XX Heights?

Note

Go to Lapis to have your fortune told. You will get "Clue: 2 men standing near motorcycle."

Talk 5: More Information On Tattoos

Location:	Hazuki Residence/ Tamura Quality Meats
Trigger:	Talk to Fuku and Tom
Timing:	8:30-23:30

Talk to both Tamura and Fuku about the tattoo parlor. Both of them point you toward the Yokosuka Bar.

Notes

- Yokosuka Bar's Akemi should know.
- Ask Saijo-san.

Talk 6: Arcade Manager's Clue

Location:	You Arcade (Dobuita)
Trigger:	Talk to Yuji Nito (the arcade manager)
Timing:	10:00-23:30

Yuji Nito

Get to the You Arcade early in the morning when it first opens and talk to the manager. He tells you about a customer of his that has a tattoo. You have to find him here later.

Notes

- A tattooed man seen at the You Arcade? Go check it out.

Note

There is an alternate path through the game after the fight at Heartbeats. Rather than hunting down the tattoo parlor, you can just go straight there and talk to the owner. You won't find Charlie right away, but you can come back the next day and challenge him. This path is much faster, but you get fewer notes added to your notebook.

Talk 7: Biker Gang

Location:	You Arcade (Dobuita)
Trigger:	Talk to the gang members
Timing:	10:00-23:30

Shingo Mochizuki

Look for the bikers at the arcade throughout the day. They are there most of the time, so they shouldn't be hard to find. In fact, by the time you finish talking to the manager, they may have already entered the arcade.

Notes

- A tattoo parlor in Okayama Heights.
- Okayama Heights is

Note

If you talk to five people (any five people) walking through Dobuita and then go to Lapis, you can get the "Clue: An old apartment unexpected place" note added to your notebook. If you return after talking to a few more people, you can get the "Clue: Neon reflecting an apartment building with a dragon door?" note.

Talk 8: Where is Okayama Heights?

Location:	Hattori Sporting Goods/Kurita Military Surplus (Dobuita)
Trigger:	Talk to the store managers
Timing:	8:30-21:00

You should have a very good idea where Okayama Heights is, but you can find out more by talking to the managers of Hattori Sporting Goods or Kurita Military Surplus. Both of these men can give you the exact location.

Notes

- Near Yokosuka Bar
- By Manpukuken Ramen

Note

You can also get the information on the location and the name of Okayama Heights by talking to the bartender at Yokosuka Bar.

Scene 2: Charlie

Location:	Tattoo Parlor (Dobuita)
Trigger:	Enter the tattoo parlor in Okayama Heights
Timing:	14:00-23:30

Enter the tattoo parlor and the tattoo artist points you to a cot in the back of the shop. This begins a QTE battle. After opening the curtain by pressing Ⓐ, press ⇦Ⓐ when prompted to ward off Charlie's attack.

Notes

- Meet Charlie at You Arcade tomorrow 3 p.m.

Scene 3: Nozomi is Worried

Location:	Okayama Heights (Dobuita)
Trigger:	Walk down the stairs after leaving the tattoo parlor following your confrontation with Charlie
Timing:	14:00-23:30

As you leave the tattoo parlor you find Nozomi waiting for you. She's concerned about you and asks you to be careful.

Notes

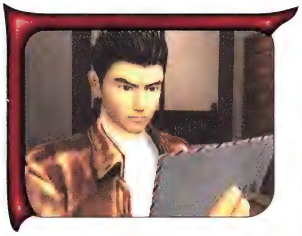
- Nozomi seems to be worried about me...

Note

Head back to Lapis and have your fortune told. You get the "Clue: One awaits you by pond and cherry tree" note added to your notebook.

Scene 4: A Mysterious Letter

Location:	Hazuki Family's Dojo
Trigger:	Head toward the Dojo (this occurs on the day of or the day after the confrontation with Charlie)
Timing:	8:30-23:30



Visit the Dojo after finding Charlie. Encounter Fuku and spar with him. From this point on you can practice with Fuku once a day if he's in the Dojo. Afterward, Ine gives Ryo a letter written in Chinese.

Notes

- Ine gave me a letter written in Chinese.

SECTION 3: The Mysterious LETTER

Scene 1: Charlie's Ambush

Location:	Construction Site (Sakuragaoka)
Trigger:	Enter Sakuragaoka or wait until 14:30 at the Hazuki's home
Timing:	8:30-15:00

As you enter Sakuragaoka you find a crying child. The child leads you to Charlie and a gang of thugs. You must Free Battle three of the thugs simultaneously and then you have a QTE battle. Press Ⓐ when prompted to stop Charlie.

QTE COMMANDS: Ⓐ

Notes

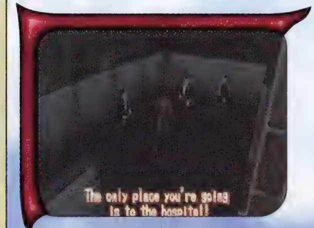
- Helped out a Chinese boy named Gao Wen.
- This letter is my only lead now.

Notes Cont.

- I'm sure it will reveal the next step but...who can read this letter for me?

Sub 1: Enoki Strikes Back

Location:	Lot near Wakaba Apartments (Dobuita)
Trigger:	Go to the lot at night (you must have completed event Sub 1 in Section 2 for this to occur)
Timing:	19:00-23:00



Enoki is up to his old tricks again. Find the Wakaba Apartments near one of the roads leading to Sakuragaoka and Enoki and three other thugs ambush you. You get the chance to Free Battle them. There's no reward for this except for the experience you earn.

Talk 1: Looking for a Translator

Location:	Ajiichi Chinese Restaurant (Dobuita)
Trigger:	Talk to the owner
Timing:	10:00-21:00

Visit Ajiichi Chinese Restaurant and speak with the owner. He won't be able to read the letter, but he suggests you look for his deliveryman. You can also get another note from Nomura, the taxi driver.

Notes

- Go to Ajiichi....
- Maybe Wang-san can read it...but he's on delivery. Where?
- It might be good to visit Liu.

Note

Go back to Lapis and have your fortune told. You get the "Clue: Help one troubled to open the path" note added to your notebook.

Talk 2: Looking for Wang

Location:	Sakuragaoka/Dobuita
Trigger:	Talk to Sumiya and Mishima
Timing:	8:30-19:00

Find Sumiya and Mishima in either Sakuragaoka or Dobuita. They give you clues to find Wan. There's a good chance you may find him before you can find either of these women.

Notes

- Dobuita back street?
- At vending machine?

Scene 2: Finding Wang

Location:	Vending machine (near Nagai Industries)
Trigger:	Approach Wang at vending machine
Timing:	8:30-19:00

Pass the vending machine near Nagai Industries and find Wang. Buy him a drink and he gladly looks at the letter. He can't help you, but he suggests you talk to his instructor who owns the Russiya China Shop.

Notes

- Wang-san was unable to read it.
- Xia-san (Russiya China Shop) might be able to read it?

Note

If you don't buy Wang a drink, you get two totally different notes: "Is there someone else that can read Chinese?" and "I need to keep searching."

Note

If you didn't buy a drink for Wang, visit Lapis once again and you can get a new clue. The "Clue: In the East, standing quietly, surrounded by old china" note is added to your notebook.

Note

If you approach Nozomi after this event, she stops you to make an announcement. Try to avoid her for now. If you encounter her at this point you'll miss out on several events that occur after she talks to you. You should put this off until Disc 2.

Sub 2: Feed the Kitten

Location:	Yamanose Shrine (Yamanose)
Trigger:	Speak with Megumi or Yasuo Ito at the shrine
Timing:	8:30-18:00

Visit the Yamanose Shrine during the day and bring some food for the kitten. Purchase Milk and some type of fish from a Tomato Convenience Store.

Talk 3: Other Ways to Find Out About the Russiya China Shop?

Location:	Komine Bakery/ Sakuragaoka Park
Trigger:	Approach either Gao Wen or the elderly lady
Timing:	8:30-19:00

If you don't get information from Wan, you can get the information in one of two other ways. Gao Wen, the boy you helped earlier, tells you about his grandmother who owns the Russiya China Shop if you locate him in Dobuita. Otherwise, you may find the elderly lady you helped earlier in Sakuragaoka. She can also tell you about the Russiya China Shop.

Notes

- Xia-san (Russiya China Shop) might be able to read it?

Talk 4: Where's Russiya China Shop

Location:	Hokuhoku Lunches (Dobuita)
Trigger:	Talk to the owner
Timing:	8:30-16:00

Speak with the owner of Hokuhoku Lunches to learn that the Russiya China Shop is near the Water Dragon Thrift Store.

Notes

- Near the Water Dragon 2

Scene 3: Russiya China Shop

Location:	Russiya China Shop (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-21:00

Enter the Russiya China Shop and Xia is happy to help you read the letter. There's a trick to it, but she figures it out quickly.

Notes

- Letter contents: Beware of those who seek a Mirror. Should you need help, contact Master Chen at 0468-61-5647.
- Back of letter "Father's Heaven, Nine Dragons,

Notes Cont.

Mother's Earth, Comrades."

- Signed by: Zhu Yuan Da
- Call the #, use the phone at

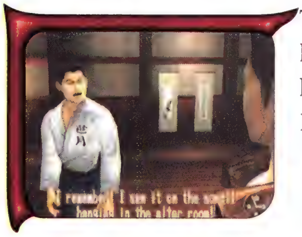
Sub 3: Talk to Fuku

Location:	Hazuki Residence
Trigger:	Return to the Hazuki Residence
Timing:	8:30-23:30

Go back to the Hazuki's house and bump into Fuku. He checks out your notepad and asks you to keep him informed of your actions.

Talk 5: The Scroll

Location:	Hazuki Residence
Trigger:	Talk to Fuku a second time
Timing:	8:30-23:30



Talk to Fuku again in the Dojo or in the house and he mentions that he's seen part of that letter before. Then he remembers a scroll in the altar room that has Heaven, Dragon, Earth, Comrades written on it.

Notes

- Hanging scroll in altar room reads "Heaven, Dragon, Earth, Comrades."

Talk 6: Find a Phone

Location:	Various shops in Dobuita
Trigger:	Talk to the shop owners
Timing:	8:30-various closing times

You need a phone to call the number from the letter. You could use the phone in Ryo's home, or you can use a pay phone. Visit the shops around Dobuita to learn where you can find one.

Notes

- Use the phone at the Tobacco Shop.

Scene 7: A Mysterious Phone Call

Location:	Hirata Tobacco Shop (Dobuita)/ Hazuki Residence
Trigger:	Call the number in your notebook using a telephone
Timing:	8:30-23:30

Dial the number in your notebook (0468-61-5647). A man answers and states one of the four phrases. Answer by giving him the matching word (Father's Heaven = Nine Dragons/Mother's Earth = Comrades).

Notes

- "Father's Heaven" is a password!
- I need to locate Warehouse No. 8.

Note

If you get the password wrong three times in a row, you can get the "Clue: These terms are interchangeable:" note from the Lapis Fortune Teller. Get the password wrong five times and you'll get the "Clue: Heaven is Dragon, Earth is Comrade. Comrade, Earth, Dragon, Heaven and so on..." note. If you talk to five people after placing the phone call, you can get the third note, "Clue: One who is fond of you can help."

Talk 7: Whose Number Is This?

Location:	Tamura Quality Meats/Aida Florist
Trigger:	Talk to Tamura and Nozomi
Timing:	8:30-22:00

Talk to Nozomi and Tamura, the butcher, to get some help in finding Warehouse #8. They suggest that you use the phone number to find the address.

Notes

- Can I get the address from the phone number?
- Need to call 104.

Note

Revisit Lapis and have your fortune told to get the "Clue: Small shop near Bus Stop is your gate" clue added to your notebook.

Talk 8: Warehouse #8's Location

Location:	Hazuki Residence/ Hirata Tobacco Shop
Trigger:	Call 104 or use the telephone directory
Timing:	8:30-23:30

There are two ways to find out where Warehouse #8 is. Call 104 (information) and ask for the "Code." Otherwise, talk to the owner of the Hirata Tobacco Shop and she helps you look it up in the phone book.

Notes

- Area code 61 is for Amihama.
- Near the Water Dragon 2

Talk 9: How Do I Get to Amihama?

Location:	Various shops
Trigger:	Talk to shop owners
Timing:	17:00-23:30

Many people in Dobuita can tell you where Amihama is and how to get there. However, the best person to talk to is Teruhiko Saijo, the bartender at Yokosuka Bar. He fills in your notebook where others won't.

Notes

- Warehouse #8 is in New Yokosuka Harbor?
- Go by bus.

Notes Cont.

- The Bus Stop for Amihama is near the Tobacco Shop.

Scene 5: Bus to Amihama

Location:	Bus Stop (Dobuita)
Trigger:	Board the bus when it arrives
Timing:	8:30-23:30

Now you're ready to head to Amihama. Board the bus at the Bus Stop around the corner from the Tobacco Shop. It costs 160 Yen to ride the bus and it takes 23 minutes to get there. If it's really late in the day, you may want to return home and sleep before going.

Note

This ends Disc 1. You're asked to save your game immediately after you board the bus. This creates a Disc 2 Start File. Open your Dreamcast (you don't have to shut it off) and replace Disc 1 with Disc 2 to continue. Then load the Disc 2 Start File to continue your adventure.

SHENMUE—DISC TWO
WALKTHROUGH

Ryo has discovered the location of a mysterious warehouse in the New Yokosuka Harbor. He must go there to search for clues that may lead him to Lan Di and possibly to allies in his quest.

Note
The following scenes, sub-events, and talks, are highlights of what is neccessary to progress through the game.

Disc Two Structure

Section 1	Section 2	Section 3
Scene 1: Looking for Warehouse #8	Scene 1: Old Warehouse #8	Scene 1: Take the Mirror to Master Chen
Scene 2: Meet Goro	Scene 2: Battle with Gui Zhang	Scene 2: A Strange Dream
Talk 2: Trying to Get Inside	Talk 1: Ine and Fuku	Scene 3: In Need of Money
Scene 4: Another Warehouse	Scene 3: Bunkado Antiques	Scene 4: Fuku's Assistance
Talk 5: Old Warehouse District	Scene 4: The Sword Handguard	Scene 5: Global Travel Agency
Scene 5: Entering the Old Warehouse District	Scene 7: The Sword and the Handguard	Scene 6: Asia Travel Company
	Scene 8: The Basement	Scene 7: Fuku's Saving
	Scene 9: A Picture of Iwao	Talk 4: Traveling for Less
	Scene 10: Scars on the Floor	Scene 8: One Boat Ticket, Please
	Scene 12: The Phoenix Mirror	Scene 9: Pick Up the Ticket
		Sub 5: Another Strange Dream
		Scene 10: Phone Call About Ticket
		Scene 11: Ambushed
		Scene 12: Confronting Jimmy

SECTION 1: NEW YOKOSUKA HARBOR

Scene 1: Looking for Warehouse #8

Location:	Yokosuka Harbor Bus Stop
Trigger:	Exit the bus
Timing:	8:30-23:30

The bus arrives at Yokosuka Harbor. Ryo exits and wonders where the mysterious Warehouse #8 could be.

Notes

- Where's the warehouse?

Scene 2: Meet Goro

Location:	Yokosuka Harbor
Trigger:	Walk down the street into the Warehouse District
Timing:	8:30-21:30

Notes

- Got directions from a guy named Goro...Enter harbor and take a right.

Ryo rounds a corner to find two thugs roughing up a pedestrian. Of course, he intervenes, sparking a QTE Battle. Press ⇦ Ⓐ Ⓑ when prompted.

Talk 1: Identifying Warehouse #8

Location:	New Yokosuka Harbor
Trigger:	Speak with the security guard (Hitoshi Kai)
Timing:	8:30-20:30

Look for this security guard wandering around the harbor. Talk to him and he tells you that you can find the warehouse numbers on the buildings.

Hitoshi Kai

Notes

- Where's Warehouse No. 8? Check #'s.

Note

At this point you can return to Dobuita and visit Lapis to have your fortune told. The "Clue: Keep searching..." is added to your notebook.

Sub 1: The Homeless Man

Location:	Warehouse #13 (New Yokosuka Harbor)
Trigger:	Pass by Warehouse #13
Timing:	8:30-21:00

Shozo Mizuki

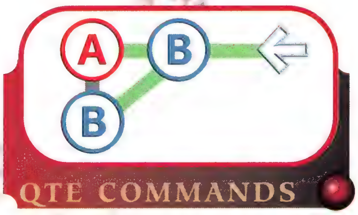
Pass by Warehouse #13 and you see a homeless man getting thrown out of a building. He asks you to buy him some coffee from a nearby vending machine. Coffee can be found in brown cans to the right of the main drinks in the machine.

Notes

- *Made friends with old homeless man in harbor.*

Sub 2: Drunken Pedestrian

Location:	Near Manpukukan Ramen in Dobuita
Trigger:	Walk from the area around Knocking Motorcycle Shop toward Manpukukan Ramen
Timing:	19:00-23:00



If you wander through this area at night, you encounter a very drunk pedestrian, which creates a QTE. Press Ⓐ Ⓑ ⇦ when prompted to get past him. If you fail this QTE you'll be sent home for the rest of the evening. This event can happen several times.

Sub 3: Kitten Feels Better

Location:	Yamanose Shrine
Trigger:	Pass by the shrine during good weather conditions
Timing:	8:30-18:00

When you pass by the Yamanose Shrine a couple of the local children flag you down. They show you that the kitten's leg has healed and it's doing fine.

Note

Remember Nozomi's announcement? It's time for you to take part in this event. Head back to Dobuita if you're in the harbor, or you may miss out on this chain of events.

Sub 4: Nozomi's Announcement

Location:	Hazuki Home Entryway
Trigger:	Answer the telephone by the 10th ring
Timing:	19:00-23:30

The phone rings inside Ryo's home. Pick it up quickly to talk to Nozomi on the other end. She asks you to meet her at Sakuragaoka Park. The scene automatically switches to the park.

Notes

- *Nozomi spoke to me yesterday of her feelings...but what are mine?*

Sub 5: Fuku Called

Location:	Yokosuka Bar (Dobuita)
Trigger:	Enter Yokosuka Bar the day after Nozomi's announcement
Timing:	19:00-23:30

Go to the Yokosuka Bar the night after Nozomi's announcement. You find out that Fuku called earlier. The scene shifts back to the Hazuki residence.

Sub 6: Visitors

Location:	Hazuki Home Entryway
Trigger:	Automatically occurs after Sub 5
Timing:	19:00-23:30

After you talk to Fuku, Naoyuki and Ichiro show up at Ryo's home. This brings back the memory of Iwao's words in the Dojo.

Talk 2: Trying to Get Inside

Location:	Front of Warehouse #8 (New Yokosuka Harbor)
Trigger:	Try to enter the warehouse through the front door
Timing:	8:30-19:00

Find Warehouse #8 and try walking right in front door. A security guard stops you, so you have to find another way inside.

Notes

- Can't enter warehouse from front. Wonder if there's another way in?

Note

Return to Dobuita and visit Lapis to have your fortune told. When you do, you get the "Clue: Look for alleyway with wooden crates."

Scene 3A: Getting Inside Warehouse #8

Location:	Warehouse #8 (New Yokosuka Harbor)
Trigger:	Walk around the back of Warehouse #8
Timing:	8:30-23:30

Walk around to the back of Warehouse #8. Ryo notices an open window. Push the single crate over so that it's up against the stack of crates and use it to climb up to the window.

Scene 3B: Getting Inside Warehouse #8

Location:	New Yokosuka Harbor
Trigger:	Cooperate with Goro
Timing:	8:30-23:30

After failing to enter Warehouse #8, return home for the night and get some rest. Return to the harbor the next day and cooperate with Goro to gain entry.

Scene 4: Another Warehouse #8?

Location:	Warehouse #8 (New Yokosuka Harbor)
Trigger:	Go to the second office on the second floor
Timing:	8:30-19:00

Notes

- 2 Warehouse #8's. The other is in the Old Warehouse District.
- I'll find Old #8.

Approach the second office on the second floor of the warehouse and you overhear a conversation. It appears there is an old warehouse district somewhere around the harbor.

Note

Visit Lapis and have your fortune told. When you do, you're given the "Clue: Listen to the sea wind from the NW."

Talk 3: Find Tom

Location:	Tom's Hot Dogs (New Yokosuka Harbor)
Trigger:	Talk with Tom
Timing:	8:30-19:00

Since Ryo has begun visiting the harbor regularly, so has Tom. He brings his truck here every day to sell hot dogs to hungry workers. Talk to him and he suggests you talk to Hisaka of Hokuhoku Lunches (the one located at the harbor), because she knows the harbor better than he does.

Notes

- Hisaka-san (Lunch Box Stand) knows the harbor well.

Talk 4: Finding Your Way

Location:	New Yokosuka Harbor
Trigger:	Talk with security guards
Timing:	8:30-19:00

To find more information on the Old Warehouse District, talk to the security guards found here and there. They can direct you right to it. You can get two notes here.

Notes

- Old Warehouse District is NW.
- From entrance go straight and left.

Talk 5: Old Warehouse District

Location:	Old Warehouse District (New Yokosuka Harbor)
Trigger:	Try to enter the Old Warehouse District
Timing:	8:30-19:00

Find the Old Warehouse District near Tom's Hot Dogs and try to walk in the gate. The guard shoos you away and Ryo realizes that he'll have to try again later.

Notes

- Heavy security in day. Night is my only chance to sneak in.

Note

Head back into Dobuita and visit Lapis to have your fortune told. You get the "Clue: To a sea scented land in the NW fortune shall visit at night" note added to your notebook.

Talk 6: Helpful Advice

Location:	Outside Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Talk to the fisherman you saved from Goro
Timing:	8:30-21:00

Notes

- Lack of guards on night shift...

Hiroshi Murai

In front of the Alpha Trading Office you find the little guy you saved when you first reached the harbor. Talk to him, and he suggests you try sneaking into the Old Warehouse District at night.

Sub 7: Hisaka's Request

Location:	Hokuhoku Lunches (New Yokosuka Harbor)
Trigger:	Go to Hokuhoku Lunches
Timing:	8:30-17:00

Notes

- Hisaka-san is worried about her sister Mai...
- Where's Mai?

Hisaka Sawano

Approach Hokuhoku Lunches and Hisaka asks you to find her sister, Mai, who's hanging out with a bad crowd. Hisaka asks you to find Mai and talk to her.

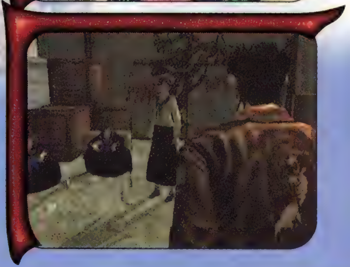
Sub 8: Finding Mai

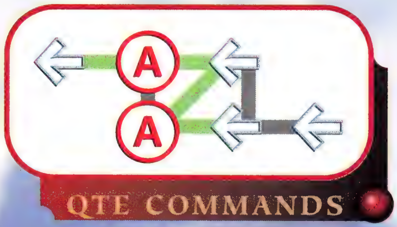
Location:	Near Warehouse #17 (New Yokosuka Harbor)
Trigger:	Go to Warehouse #17 after Sub 7
Timing:	8:30-23:30

Notes

- Mai should be all right now
- Report to Hisaka-san so she won't worry anymore...OR
- I was careless...What's happened to Mai?

Mai Sawano





Follow Mai and her friends away from Hokuhoku Lunches toward Warehouse #17. You enter a QTE Battle against Mai's friends.

Sub 9: Return to Hisaka

Location:	Hokuhoku Lunches (New Yokosuka Harbor)
Trigger:	Return to Hokuhoku Lunches after defeating the delinquents
Timing:	8:30-19:00

After winning the battle against the delinquents, return to Hokuhoku Lunches to report your success to Hisaka. She lets Ryo deliver some food for her to the Old Warehouse District. Deliver the food and you find out some valuable information while you're there.

Notes

- Aim for after guard shift change 8 p.m.…must wait until nighttime.

Scene 5: Entering the Old Warehouse District

Location:	Old Warehouse District (New Yokosuka Harbor)
Trigger:	Enter the Old Warehouse District after 19:00
Timing:	19:00-23:30

Notes

- To sneak into #8.

Sneak through the gate once night falls. As you enter the gate you have a QTE where you have to press ⇨ or you have to try sneaking in again.

Once inside, you can check around corners by standing next to them and pressing Ⓐ. Use this to watch for guards. Watch the first guard come and go. As he walks away, run out and to the right down the path the guard didn't take. Watch the second guard in the distance. When he walks away, run forward and hang a left. At the next intersection you see Warehouse #8 off to the right. Enter the door right away so you don't get caught.

Note

If you gave the homeless man some coffee earlier in Sub 1, he gives you a map of the Old Warehouse District if you fail four times in a row. If you fail five times he draws in the routes taken by the security guards. Fail seven times and he writes down the warehouse numbers. If you fail nine times, the number of guards is reduced to two after 23:00. If you didn't give the homeless man coffee, you can get the same information after failing six, eight, and ten times in a row.

SECTION 2: FINDING THE PHOENIX MIRROR

Scene 1: Old Warehouse #8

Location:	Old Warehouse #8 (New Yokosuka Harbor)
Trigger:	Pick the plate up off the shelf on the first floor
Timing:	19:00-4:00

Master Chen

The warehouse seems to be empty, but trying to pick up a plate on the shelves near the door causes two people to appear: Master Chen and Gui Zhang.

Notes

- Met with Master Chen in Old Warehouse #8.
- Lan Di is leader of a Chinese organization called Chi You Men. He uses a deadly martial art style.
- It seems another mirror, called the Phoenix Mirror, exists.
- Password: Heaven, Dragon, Earth, Comrades.
- The Phoenix Mirror must be somewhere in our house...it's my only lead so...I must find it!

Note

Visit Lapis and have your fortune told. When you do, you get the "Clue: Someone familiar is awaiting you" in your notebook.

Scene 2: Battle with Gui Zhang

Location:	Sakuragaoka
Trigger:	Walk toward the path to Yamanose from Sakuragaoka
Timing:	8:30-23:00

Notes

- Lan Di will never get the other mirror!

Gui Zhang Chen

As you head back to Yamanose you encounter Gui Zhang. This sparks a Free Battle. Fight him as best as you can. He's tough, but he won't defeat you even if you're having a hard time against him.

Talk 1: Ine and Fuku

Location:	Hazuki's Home
Trigger:	Talk with Ine and Fuku
When:	8:30-23:30

Talk to Ine inside the house. She tells you to find Fuku. He's out by the cherry tree near the Dojo. Go to him and he suggests you talk to Ine. As you head back to the house she stops you and tells you to go to the antique shop in Dobuita.

Notes

- I hear Fuku-san is looking for me.
- Father apparently took something to the antique shop.
- Could it be the Phoenix Mirror?

Sub 1: Chance Encounter

Location:	Yamanose Shrine
Trigger:	Visit the shrine during good weather
Timing:	8:30-18:00

Stop by the shrine to visit the kitten during good weather and you bump into Nozomi.

Note

Visit Lapis and have your fortune told. You get the "Clue: An elder awaits surrounded by antiques behind closed door to N" note added to your notebook.

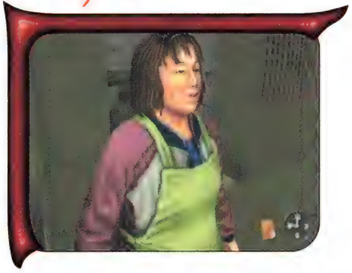
Talk 2: Finding Bunkado Antiques

Location:	Hokuhoku Lunches (Dobuita)
Trigger:	Talk to the owner
Timing:	10:00-20:00

Notes

- The antique shop is opposite the lunch box stand.

Kinuyo Sowano



Talk to Sawano, the owner of Hokuhoku Lunches, and she points right to the antique shop.

Scene 3: Bunkado Antiques

Location:	Bunkado Antiques (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-22:00

The shop owner has been storing an item for Ryo's father. Recognizing Ryo, he gives the item to him immediately.

Notes

- Dad left me the Hazuki Family Sword Handguard.

Note

Bunkado Antiques also sells many valuable scrolls that contain powerful fighting techniques. If you haven't purchased any of them yet, you may want to now.

Note

Return to Lapis and have your fortune told again to add the "Clue: "In the dark, near is item you seek" note to your notebook.

Sub 2: Password's Origin

Location:	Suzume Park (Dobuita)
Trigger:	Talk with Liu
Timing:	8:30-19:00

Visit Suzume Park and talk to Liu again. He can explain the origin of the passwords in the letter sent to your father.

Notes

Legend of—Heaven, Dragon, Earth, Comrades—9 Dragons born of Father's Heaven grow on Mother's Earth to become land gods. Even today, they're respected as both parents & comrades and are believed to protect Hong Kong from natural disasters.

Scene 4: The Sword Handguard

Location:	Altar Room (Hazuki's Home)
Trigger:	Enter the altar room after talking to Fuku
Timing:	8:30-23:30

As you return home you encounter Fuku. He tells you to show the Sword Handguard to Ine. She's in the family altar room. Talk to her and she tells you about its origin.

Notes

- Snow ring, two stars, one sword. The Hazuki Family Crest.

Note

Visit Lapis and have your fortune told. When you do, you get the "Clue: Candlelight in a large room, sword & then handguard" added to your notebook.

Scene 5: Looking for Clues

Location:	Hazuki Family's Dojo
Trigger:	Search the Dojo for two hours if you do not have the Mysterious Key
Timing:	8:30-23:30

This just adds a note to your notebook, so you can skip it if you like. Search the Dojo for two game hours. Check the wooden box after enough time has passed and you get a note telling you to search Iwao's room.

Notes

- Is there anything in dad's room?

Scene 6: What Is This For?

Location:	Hazuki Family's Dojo
Trigger:	Search the Dojo for two hours after opening the wooden box
Timing:	8:30-23:30

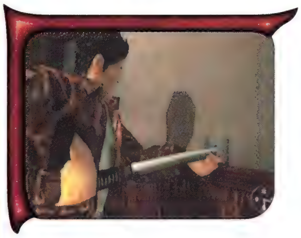
Again this event only adds a note to your notebook. Unlock the wooden box with the Mysterious Key and then search the Dojo without touching the wall scrolls.

Notes

- The hanging scroll must have some meaning.

Scene 7: The Sword and the Handguard

Location:	Hazuki Family's Dojo
Trigger:	Remove the wall scrolls and use the Sword Handguard and the Sword in the slots
Timing:	8:30-23:30



First off you must have the Mysterious Key to unlock the wooden box in the Dojo. The key can be found inside the desk in Iwao's room.

Go to the Dojo and remove the left wall scroll. Place the Sword Handguard in the slot in the wall. Then grab the Sword and remove the right wall scroll. Slide the Sword into the slot in the wall. A hidden door opens.

Scene 8: The Basement

Location:	Hazuki's Basement
Trigger:	Go down the ladder in the secret room
Timing:	8:30-23:30

Use the ladder to reach the hidden basement. It's dark down there, so you'll need something to light it up. You can either use a Flashlight or Candles and Matches. You can purchase a Light Bulb or a Flashlight from a Tomato Convenience Store. You must use the Flashlight at first, but once inside the basement you can either light the Candles that are already there, or put a Light Bulb into the ceiling light and flip the switch on the wall. Overall the Light Bulb is the best choice, because Candles burn down and Flashlights run out of power.

Note

You can find a Flashlight in the cabinet beneath the phone. Candles and Matches can be found in the altar room or in the basement. Light Bulbs must be purchased at a Tomato Convenience Store.

Notes

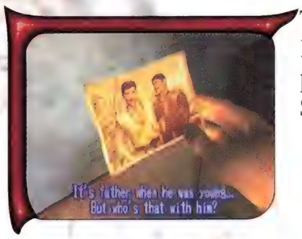
- A hidden door in the Dojo...
- Found a basement; Could the Phoenix Mirror be here?

Note

Return to Lapis and have your fortune told to add the "Clue: The gods help those who persevere..." note to your notebook.

Scene 9: A Picture of Iwao

Location:	Hazuki's Basement
Trigger:	Search the red box in the corner
Timing:	8:30-23:30



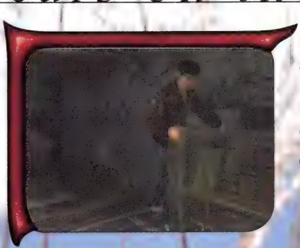
There's all kinds of stuff to pick up in the basement. First check the large red chest in the corner. You find a picture of Iwao and someone else. Also be sure to get the Stab Armor move scroll on the shelf nearby.

Notes

- Found an old photo of Dad.

Scene 10: Scars on the Floor

Location:	Hazuki's Basement
Trigger:	Examine the floor for marks
Timing:	8:30-23:20



Examine the floor next to the shelves on the side of the room opposite the red chest. You find several deep scars in the floor. Check the shelf and you find that you can move it to the side, which reveals an odd colored spot on the wall.

Notes

- Floor scratches?
- This shelf's been moved...why?
- Is there a space behind the wall?
- I need to break the wall...how?

Scene 11: Help from Fuku

Location:	Hazuki's Basement
Trigger:	Explore the basement for two hours without finding clues
Timing:	8:30-23:30

If you take too long in discovering the basement's secrets, Fuku comes down and helps. He assists you twice by finding the scratches and the odd-colored brick in the wall.

Notes

- Fuku-san tips: floor scratches, part of wall a different color.

Scene 12: The Phoenix Mirror

Location:	Hazuki's Basement
Trigger:	Smash the wall with the axe
Timing:	8:30-23:30

Now you need to bust open the wall. There's an axe near the hall. Grab it and use it to break open the wall and find the Phoenix Mirror.

Notes

- Got the Phoenix Mirror! Must go see Master Chen.

Note

Go to Lapis and have your fortune told. You get the "Clue: Father's Heaven, Nine Dragons, Mother's Earth, Comrades, are words that are interchangeable" added to your notebook.

SECTION 3: LOOKING FOR LAN DI

Sub 1: Yamagishi's Advice

Location:	Sakuragaoka Park
Trigger:	Talk to Yamagishi
Timing:	8:30-19:00

Visit Sakuragaoka Park and you find Yamagishi there relaxing. He can lend some insight to the meaning of the mirrors.

Notes

- Secret of Yin-Yang—All items harbor both good and evil fortune.
- Is there meaning other than that of the legend?

Sub 2: Xia's Advice

Location:	Russiya China Shop (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-21:00

Go to the Russiya China Shop and you encounter Xia Xiu Yu. She can tell you a little bit more about the Phoenix Mirror.

Notes

- The Phoenix is a sacred guardian of Chinese legend—Protector of the North Star (highest emperor).
- In China the Big Dipper was also highly respected, like the North Star, for a long time.

Sub 3: Keizo's Advice

Location:	Bunkado Antique Shop (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-22:00

Last, visit the Bunkado Antique Shop. Keizo tells you how the Phoenix Mirror was created and why.

Notes

- Phoenix Mirror's made of precious stone only found in Gui Lin region carved by master artist by mandate from an ancient emperor...

Scene 1: Take the Mirror to Master Chen

Location:	Old Warehouse #8 (New Yokosuka Harbor)
Trigger:	Call Master Chen and then go to the Old Warehouse District
Timing:	8:30-23:30

Call Warehouse #8 (0468-61-5647) and give the proper password. You're told to return to the harbor. Use the bus to return to New Yokosuka Harbor and go directly to Old Warehouse #8 to meet Master Chen. During your conversation you'll have a QTE, so be ready to act.

Notes

- When the Dragon ascends and the Phoenix descends, something occurs.
- Lan Di still does not know there are two mirrors.
- A creepy skinhead (from Chi You Men?) tried to steal the Phoenix Mirror.

Notes Cont.

- The Chi You Men and MAD ANGELS are connected.
- MAD ANGELS are enemies of Master Chen's group.
- It appears Lan Di has already left for Hong Kong.

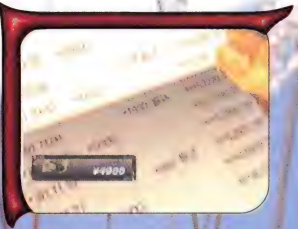
Scene 2: A Strange Dream

Location:	Ryo's Bedroom
Trigger:	Sleep after showing the Phoenix Mirror to Master Chen
Timing:	20:00-23:30

After showing the mirror to Master Chen, Ryo has a strange dream about a soaring hawk and the Phoenix and Dragon Mirrors.

Scene 3: In Need of Money

Location:	Ryo's Bedroom
Trigger:	Automatically occurs the morning after you meet with Master Chen
Timing:	8:30



Ryo pulls his savings out of the bank, but even so he can't afford passage to Hong Kong. Don't waste this money, you'll need it later.

Notes

- I must go to Hong Kong ASAP. But how? No connections, no money.
- I should talk to Fuku-san.

Scene 4: Fuku's Assistance

Location:	Fuku's Bedroom
Trigger:	Enter Fuku's Bedroom
Timing:	8:30-23:30

Enter Fuku's bedroom to talk to him. He tries to help you convince Ine that going to Hong Kong is a good idea. Perhaps he shouldn't have.

Notes

- Fuku-san said a cheap Travel Co. in Dobuita
- I don't want to worry Ine-san. I'll get to Hong Kong on my own!

Notes Cont.

- First I need to check the Travel Co's in Dobuita.
- Find out how much it costs to get to Hong Kong.

Sub 3: The Kitten is Gone

Location:	Yamanose Shrine
Trigger:	Talk with Megumi at the shrine
Timing:	8:30-18:00

Stop by the Yamanose Shrine and talk to Megumi. It appears the kitten has left. She asks Ryo to find it. Head back toward Ryo's home and you hear the kitten. Go down the stairs and look near the clothesline.

Notes

- Megumi was worried because the kitten was missing...
- We found the kitten! I'm sure Megumi's happy.

Talk 1: Where to Go?

Location:	Sakuragaoka Park (Sakuragaoka)/ Dobuita
Trigger:	Talk to Yamagishi or shop owners
Timing:	8:30-various closing times

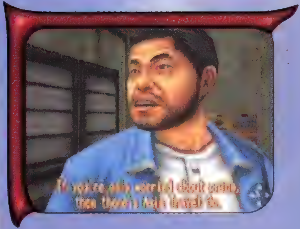
You need a travel agency, but where should you go? Stop by Sakuragaoka Park and talk to Yamagishi, or talk to the various shop owners in Dobuita. Nearly everyone suggests the Global Travel Agency.

Notes

- I heard that the Global Travel Agency has a good reputation...

Talk 2: Other Options

Location:	Knocking Motorcycle Shop /Yaokatsu Produce (Dobuita)
Trigger:	Talk to the shop owners
Timing:	Various shop times



You can also find out about a place called Asia Travel Company by talking to the owners of Knocking Motorcycle Shop or Yaokatsu Produce. It seems to have a bad reputation.

Notes

- Asia Travel Co. near Yaokatsu Produce has a bad reputation...

Shenmue

Scene 5: Global Travel Agency

Location:	Global Travel Agency (Dobuita)
Trigger:	Enter the shop
Timing:	9:00-20:00

Head to the Global Travel Agency, which is right across from Tom's Hot Dogs. They can get Ryo to Hong Kong for 198,000 Yen, which is way out of his price range.

Notes

- Global Travel—198,000 Yen.
- Got pamphlets for Hong Kong fares but too expensive.
- Maybe I should discuss this with Fuku-san again?

Scene 6: Asia Travel Company

Location:	Asia Travel Company (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-20:00

Visiting the Asia Travel Company isn't a pleasant experience, but they do offer cheap fares. Get in and get out fast!

Notes

- Asia Travel—158,000 Yen

Scene 7: Fuku's Savings

Location:	Fuku's Bedroom
Trigger:	Enter Fuku's room after getting a travel brochure
Timing:	8:30-23:30

Go back to the house and talk to Fuku. He offers his savings to you. It's a lot of money, but it still isn't enough for either fare.

Notes

- Fuku-san gave me his life savings. I mustn't waste his money!
- Someone must know a cheaper way of getting to Hong Kong!
- Should ask Nozomi at Aida Florist.

Talk 3: More Information

Location:	Various Stores in Dobuita
Trigger:	Talk to the shop owners
Timing:	8:30-various closing times

Talk to the shop owners at Yaokatsu Produce, Jupitor's Jackets, and Smiley Flower Shop. They can all give you suggestions about who might know about traveling overseas.

Notes

- Wang-san (Ajiichi) may also know...
- Tatsumi (Water Dragon) opposite Hokuhoku Lunches may have info.

Notes Cont.

- Ask Saijo-san at Yokosuka Bar too.

Talk 4: Traveling for Less

Location:	Various Shops in Dobuita
Trigger:	Talk to the shop owners
Timing:	8:30-various closing times

Now you know four people who can advise you about traveling cheaply. Go to either Aida Florist, Yokosuka Bar, Jeans Water Dragon 2, or the vending machine near Nagai Industries and talk to one of the four people mentioned. They all tell you the same thing.

Notes

- Boat fare is less than plane fare! Ask at travel agencies again.

Talk 5: Who Sells Boat Tickets?

Location:	Global Travel Agency/ Yaokatsu Produce (Dobuita)
Trigger:	Talk to the shop owners
Timing:	8:30-various closing times

Return to either Yaokatsu Produce or Global Travel Agency to look for a boat ticket. They reluctantly point you to Asia Travel Company.

Notes

- For boat fare go to Asia Travel.

Scene 8: One Boat Ticket, Please

Location:	Asia Travel Company (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-20:00

Bite your lip and head back to Asia Travel Company. Hand over the 69,000 Yen for a boat ticket and you're told to return to get your ticket in four hours.

Notes

- Purchased boat ticket at Asia Travel Co. —69,000 Yen.
- Pick up ticket at Asia Travel in 4 hours.

Note

Return to Lapis to have your fortune told. This time you get the "Clue: A travel agency bodes lucky" note added to your notebook.

Talk 6: Thanks to Fuku

Location:	Hazuki House Entryway
Trigger:	Enter the house
Timing:	8:30-23:30

Return home and share the good new with Fuku. He's just happy he could help out.

Scene 9: Pick Up the Ticket

Location:	Asia Travel Company (Dobuita)
Trigger:	Enter the shop four hours later or the next day
Timing:	10:00-20:00

Return to Asia Travel Company four hours later or the next day if you went late in the evening. The girl is gone, but you can still arrange something through gentle persuasion.

Notes

- Arranged to get new ticket with man from Asia Travel Co.
- The woman at Asia Travel Co. ran off with my money!

Notes Cont.

- Man from Asia Travel Co. will contact me tomorrow.

Talk 7: A Worried Friend

Location:	Outside You Arcade (Dobuita)
Trigger:	Talk to Eri Tajima
Timing:	18:00-23:30

Eri Tajima

Pass by the You Arcade at night and you may be stopped by Eri. She's very worried about Nozomi and asks you to seek her out at Sakuragaoka Park.

Notes

- Eri was worried because Nozomi seems depressed lately...

Notes Cont.

- Suppose I should be concerned too.
- Meet Nozomi at Sakuragaoka Park.

Sub 4: Flowers from Nozomi

Location:	Hazuki Family Altar Room
Trigger:	Enter altar room
Timing:	19:00-23:30

Go to the altar room inside the house to find that Nozomi came by earlier. She brought some of Iwao's favorite flowers for the altar.

Notes

- Nozomi brought flowers for altar.

Sub 5: Another Strange Dream

Location:	Ryo's Bedroom
Trigger:	Go to sleep after confronting the man at Asia Travel Company
Timing:	20:00-23:30

Once again Ryo's dreams are haunted, but this time by strange visions of a girl praying in the snow.

Scene 10: Phone Call About Ticket

Location:	Hazuki's Home Entryway
Trigger:	Automatically occurs the morning you're supposed to pick up your tickets
Timing:	8:30

When Ryo wakes in the morning, the phone rings. Jimmy from the travel agency tells Ryo to meet him at the You Arcade at noon.

Notes

- Jimmy (Asia Travel) called—Meet at You Arcade at noon.

Scene 11: Ambushed

Location:	You Arcade (Dobuita)
Trigger:	Enter the shop
Timing:	10:00-12:00

Entering the shop, you are immediately accosted by Chai. This is a difficult battle and you only get one shot at it. If you win, you get one set of notes. If you lose, you get another and lose the rest of the day.

Notes

- That skinhead showed up again! Who is he? Where did he go?
- Could Jimmy from Asia Travel Co. be one of them?
- Go to Asia Travel Co.

Note

Visit Lapis and have your fortune told. When you do, you get the "Clue: Strong sign from Travel Co. He you seek has gone" added to your notebook.

Talk 8: Who Saw Chai?

Location:	Various Shops in Dobuita
Trigger:	Talk to the shop owners if you defeated Chai
Timing:	8:30-23:30

Talk to the various shop owners and see if anyone saw Chai running off after you defeated him. This fills in your notebook.

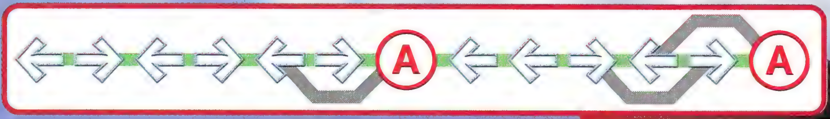
Notes

- Could Jimmy from Asia Travel Co. be one of them?
- Go to Asia Travel Co.

Scene 12: Confronting Jimmy

Location:	Asia Travel Company (Dobuita)
Trigger:	Enter the shop
Timing:	8:30-18:00

Head to Asia Travel Company to confront Jimmy. A QTE chase scene ensues.



QTE COMMANDS

SHENMUE—DISC THREE
WALKTHROUGH

Ryo is hot on the trail of Lan Di. It's time to try to get a little closer to his cronies, the MAD ANGELS, by getting a job at New Yokosuka Harbor.

Note
The following scenes, sub-events, and talks, are highlights of what is neccessary to progress through the game.

Disc Three Structure

Section 1	Section 2	Section 2, Cont.
Scene 1: Jimmy's Confession	Scene 1: MAD ANGELS Attack	Sub 8: Dream of Lan Di
Talk 1: Looking for a Job	Sub 1: Picking on the New Guy	Scene 6: Goro's Hurt
Scene 2: Goro Helps Out	Sub 2: Goro Pays a Visit	Scene 7: Long Zha
Scene 3: Mai and Goro Help Out	Scene 2: Sailors Strike Back	Talk 6: More News from Mark
Scene 4: Accepting the Job	Scene 3: Mark's in Trouble	Sub 9: Goro and Mai Together?
Scene 5: Learning to Drive	Scene 4: Photo Opportunity	Scene 8: Chasing the Sailors
Scene 6: Chicken Race with the MAD ANGELS	Scene 5: Charlie's Return	Scene 9: Gui Zhang's Letter
		Scene 10: Nozomi's in Trouble

SECTION 1: LOOKING FOR A JOB AT THE HARBOR

Scene 1: Jimmy's Confession

Location:	Asia Travel Company (Dobuita)
Trigger:	Automatically occurs at the beginning of Disc 3
Timing:	8:30-18:00

After catching Jimmy, Ryo forces him to talk. He suggests that Ryo can find Chai and the MAD ANGELS by getting a job at the harbor

Notes

- Jimmy swindled me.
- That skinhead is a member of the MAD ANGELS.
- MAD ANGELS—gang who extort and harass harbor workers.

Notes Cont.

- I'll meet the MAD ANGELS if I work in harbor so I'll go look for work.

Note

Head to Lapis to have your fortune told. You get the "Clue: To the NE near the sea there is a lucky person" note added to your notebook.

Sub 1: Nozomi's Troubled

Location:	Sakuragaoka Park
Trigger:	Go near Sakuragaoka Park any day after December 26
Timing:	19:00-23:00

After talking to Eri, go to Sakuragaoka Park in the evening and find Nozomi there. She's very sad.

Notes

- She cried but I couldn't comfort her...Nozomi, please don't leave without saying goodbye!

Sub 2: Another Strange Dream

Location:	Ryo's Bedroom
Trigger:	Sleep for the first time in Disc 3
Timing:	8:30-23:30

Returning home after confronting Jimmy, Ryo is swept up in another strange dream with the same girl as before. What does it all mean?

Sub 3: Kitten Jumps

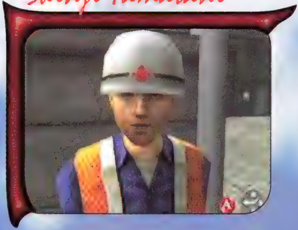
Location:	Yamanose Shrine
Trigger:	Pass by the shrine
Timing:	8:30-18:00

The kitten climbs up onto the shrine, which worries Megumi. After the kitten hops down, Nozomi shows up.

Talk 1: Looking for a Job

Location:	Warehouse #18 (New Yokosuka Harbor)
Trigger:	Talk to the security guard near Warehouse #18
Timing:	8:30-20:00

Shinji Yamatani



Begin looking for a job by talking to the security guard near Warehouse #18. He points you to a supervisor inside Warehouse #18. Talk to the man inside the warehouse and he mentions another young person wandering around near Warehouse #12.

Notes

- Wonder if it'd be quicker to find work if I talk to the foreman?
- Saw him at Warehouse No. 18.

Scene 2: Goro Helps Out

Location:	Warehouse #12 (New Yokosuka Harbor)
Trigger:	Pass by Warehouse #12
Timing:	8:30-15:00

Going toward Warehouse #12 you spot Goro. He offers to help Ryo in his search for a job. He tells you to meet him the following day at noon in front of Warehouse #1.

Notes

- Goro says he'll find a job for me—Tomorrow noon at Warehouse #1 at Blue door.

Sub 4: Megumi Adopts the Kitten

Location:	Yamanose Shrine
Trigger:	Talk with Megumi
Timing:	8:30-18:00

Go past the Yamanose Shrine before you begin working at the harbor and talk to Megumi. It turns out that Megumi gets to adopt the kitten after all. Say goodbye to your little friend one last time.

Sub 5: Call from Goro

Location:	Hazuki's Home Entryway
Trigger:	Miss your appointment with Goro at the harbor
Timing:	8:30

If you fail to meet Goro at the harbor after he promises to help you out, you receive a phone call from him the next morning. If you miss the meeting twice, a note is added to your notebook.

Notes

- Go to the place to meet Goro.

Scene 3: Mai and Goro Help Out

Location:	Warehouse #1 (New Yokosuka Harbor)
Trigger:	Go to Warehouse #1 around noon after talking to Goro about a job
Timing:	12:00-13:00

Goro and Mai were able to get a job for Ryo. They instruct Ryo to go to the Alpha Trading Office by 14:00.

Notes

- Speak to Yada-san at Alpha Trading Office by 2 p.m.

Note

Go back to Dobuita and have your fortune told at Lapis. You get the "Clue: Near a building with fisherman and sea is that you seek" note added to your notebook.

Talk 2: Finding Alpha Trading Office

Location:	Warehouse #17 Area (New Yokosuka Harbor)
Trigger:	Talk to the security guard walking around
Timing:	8:30-19:00

Tokumasa Kojo

Find the security guard walking around near Warehouse #17. He tells you how to locate the Alpha Trading Office.

Notes

- The office is in a bldg. w/ "Alpha Trading" sign

Scene 4: Accepting the Job

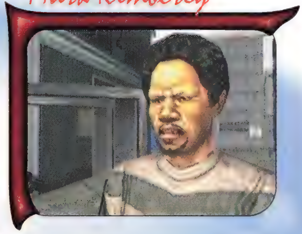
Location:	Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Enter the office
Timing:	8:30-15:00

Enter the Alpha Trading Office. You're automatically put to work driving a forklift.

Scene 5: Learning to Drive

Location:	In front of Warehouse #8 (New Yokosuka Harbor)
Trigger:	Automatically takes place after Scene 4
Timing:	14:00-17:00

Mark Kimberly



Mark teaches Ryo how to drive a forklift. Follow his instructions carefully. He asks Ryo to move all of the crates outside Warehouse #8 into the warehouse and place them within the lines on the floor. Don't worry if you can't get them all, but the more you get, the more you earn. If you have trouble with Mark's instructions, you may not get a chance to move any of the crates. Even so you still get money for taking part in the training.

Notes

- Started job driving forklifts—Mark will instruct me.
- Part-time job: Start at 9 a.m., 2hr lunch break, until 5 p.m. daily. Wage: 300 Yen per crate, raise given once

Notes Cont.

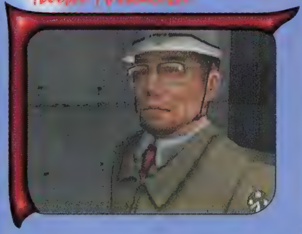
quota is met.

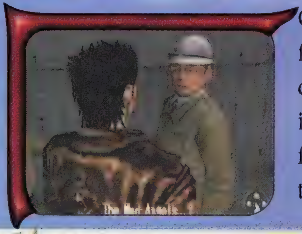
- I've got to try to gather info. about the MAD ANGELS while working at docks.
- MAD ANGELS—what kind of gang is it?

Talk 3: Searching for the MAD ANGELS

Location:	Warehouse #1 Area (New Yokosuka Harbor)
Trigger:	Talk with supervisor after first day on job
Timing:	17:30-19:00

Taiki Nimura





Go to Warehouse #1 after finishing work on your first day on the job. Find the supervisor in the area and talk to him to find out some information on the MAD ANGELS.

Notes

- Many foreigners.

Scene 6: Chicken Race with the MAD ANGELS

Location:	Near Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Walk toward Hokuhoku Lunches from waterfront
Timing:	19:00-23:00

Head toward Hokuhoku Lunches from the direction of the Alpha Trading Office once night falls. You encounter some of the MAD ANGELS chasing the homeless man you met earlier. Ryo challenges them to a race.

Note

There are several possible results for this race. If you race flawlessly, the other racer falls into the ocean. If you mess up once, Ryo wins the race and comes to a sliding stop. If you mess up two or three times, you finish evenly. If you mess up four times, Ryo falls into the ocean. The race results determine how soon the homeless man will teach you some new fighting techniques in a later event. If you perform flawlessly he begins instructing Ryo at 17:00. Mess up once, twice, or three times and you have to wait until 19:00. Wipe out and you have to wait until 21:00, so do your best.

From now on Ryo begins going to the harbor automatically in the morning, so you won't be able to train with Fuku-san or wander around Dobuita. You still get your daily allowance and whatever money you earn on the job. You work every day from 10:00 to 12:00 and 14:00 to 17:00. (You need to be at work at 09:00 to participate in the forklift race, but actual work begins at 10:00.) During your lunch break you can train in Warehouse #4. There are also events that can happen daily, but you must move at least three boxes before the events can occur. It also won't be possible to leave the harbor until 20:00 unless you've had an event take place.

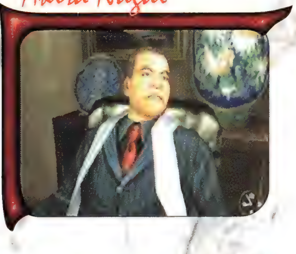
Note

Return to Dobuita and have your fortune told at Lapis to get the "Clue: Fallen angels toy with your new friends" note added to your notebook.

Talk 4: What's Happening at the Harbor?

Location:	Nagai Industries (Dobuita)
Trigger:	Talk to the owner
Timing:	20:30-23:30

Akira Nagai



Talk to the owner of Nagai Industries. He fills you in on the bad situation at the harbor.

Notes

- People have been on edge lately?

SECTION 2 HUNTING FOR THE MAD ANGELS

Scene 1: MAD ANGELS Attack

Location:	New Yokosuka Harbor
Trigger:	Automatically occurs at noon on second day of work
Timing:	12:00

The MAD ANGELS are picking on Mark. Ryo jumps into to save the day. You have to fight two MAD ANGELS gang members simultaneously. These guys are a bit tougher than most of the enemies you've fought so far, so be careful.

Notes

- Master Chen and the MAD ANGELS are rivals.
- Where are the MAD ANGELS?

Talk 1: More Information on the MAD ANGELS

Location:	New Yokosuka Harbor
Trigger:	Talk to the guy driving forklift #35
Timing:	12:00-14:00

Hiroshi Sugiyama

Find Hiroshi driving his forklift around the harbor. He can tell you a bit more about the MAD ANGELS.

Notes

- Kills and dumps bodies in the sea.

Sub 1: Picking on the New Guy

Location:	Warehouse #18 (New Yokosuka Harbor)
Trigger:	After lunch on the second day of work, while carrying a crate into Warehouse # 18 on your forklift.
Timing:	15:00-16:00

They told you it would happen and it does. The MAD ANGELS love picking on the new guy, so they come to pay Ryo a visit. You must fight three guys at once in this encounter. Be careful not to lose. If you do, you'll lose all of your money. These guys are wimps though, so a couple of quick roundhouse kicks should knock them all out.

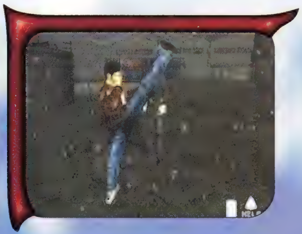
Sub 2: Goro Pays a Visit

Location:	Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically occurs at the end of the second day of work.
Timing:	17:00

After Ryo gets his paycheck, he encounters Goro walking along the pier. Goro is very hesitant to talk about the MAD ANGELS. Looks like he won't be providing you with much information.

Sub 3: Learn from Gui Zhang

Location:	New Yokosuka Harbor
Trigger:	Pass by the central pier
Timing:	17:00-23:00



Pass in front of the central pier and encounter Gui Zhang. He teaches you Swallow Dive, a defensive kick. Perform the technique properly to master it.

FIGHTING TECHNIQUE

SWALLOW DIVE

⇨ + A

Sub 4: Learn from Shozo Mizuki

Location:	Near Warehouse #18 (New Yokosuka Harbor)
Trigger:	Pass by Warehouse #18
Timing:	17:00-23:00

As you pass Warehouse #18, you encounter the homeless man once more. He teaches you a powerful counterattack. Perhaps there's more to this man than meets the eye. Perform the technique properly to master it.

FIGHTING TECHNIQUE

SHADOW STEP

⇨ + Y + B

Talk 2: Talk to Mark

Location:	Near the Central Pier (New Yokosuka Harbor)
Trigger:	Talk to Mark
Timing:	17:15-20:00

Find Mark along the waterfront. He stands in a corner looking out over the harbor. Talk to him a couple of times and discover that he's hiding some information about the MAD ANGELS.

Notes

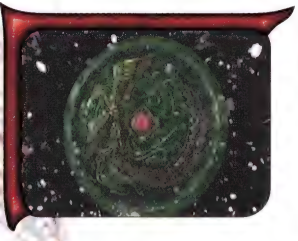
- Mark seems to be troubled—he knows something?

Note

Visit Lapis in Dobuita and have your fortune told. You get the "Clue: Be wary of evil lurking in the dark, seeking to do you harm" note added to your notebook.

Sub 5: Another Strange Dream

Location:	Ryo's Bedroom
Trigger:	Sleep after the second day of work
Timing:	18:00-23:30



More strange visions haunt Ryo at night. This time he dreams of the Phoenix Mirror dancing among falling cherry tree blossoms.

Talk 3: More on the MAD ANGELS

Location:	Near Harbor Lounge (New Yokosuka Harbor)
Trigger:	Talk to Shozo Mizuki any day after he teaches you a move
Timing:	12:00-14:00/ 17:00-23:30

Find the homeless man outside of the Harbor Lounge. He can give you a bit more information on the MAD ANGELS.

Notes

- Backed by Chinese Organization.

Scene 2: Sailors Strike Back

Location:	Warehouse #3 (New Yokosuka Harbor)
Trigger:	Approach the warehouse in your forklift while carrying a crate on the third day
Timing:	15:30-16:30

As if this day's assignment wasn't work enough, Ryo's sailor friends show up to say hello. This is a tough battle against nine guys. They attack in two waves, so be careful

Notes

- MAD ANGELS meet up behind Warehouse #17

Sub 6: Learn from Shozo Mizuki

Location:	Near Warehouse #18 (New Yokosuka Harbor)
Trigger:	Approach the warehouse the day after he teaches you a move
Timing:	17:00-23:30

Head back over to the Harbor Lounge and find the homeless guy. He teaches you an additional technique that is part of the Shadow Step. This time you don't have to perform the technique to master it.

FIGHTING TECHNIQUE

← + Y + B, X

Note

Go back to Dobuita and have your fortune told at Lapis to get the "Clue: When you help a new friend, a new path shall open" note added to your notebook.

Scene 3: Mark's in Trouble

Location:	Near Warehouse #17 (New Yokosuka Harbor)
Trigger:	Approach Warehouse #17 on the third day
Timing:	17:00-23:00

Head over to Warehouse #17 and find Mark in the hands of five MAD ANGELS. You have to fight all five of them to save Mark. The three guys in red are the easiest to defeat, so eliminate them quickly to make this fight a whole lot easier.

Notes

- Mark's brother may have been killed after leaking some "important info."
- But what info.?

Notes Cont.

- The info. was: MAD ANGELS were making a deal with the Chi You Men
- If I follow them they'll lead me to Chi You Men!

Note

Go back to Dobuita and have your fortune told at Lapis to get the "Clue: In the dark of night the sea is full of evil but in good time, this evil may guide your way" note added to your notebook.

Scene 4: Photo Opportunity

Location:	Near Central Pier (New Yokosuka Harbor)
Trigger:	Automatically happens on the fourth day
Timing:	12:00

Eri and Nozomi show up at the harbor at noon. Eri insists on taking two pictures of Nozomi and Ryo together. In one picture they are apart and in the other they are close. Ryo must choose one. Nozomi will be happy if she gets the picture of them close together.

Talk 4: More on the MAD ANGELS

Location:	Near Warehouse #1/ Warehouse #8 (New Yokosuka Harbor)
Trigger:	Talk with the supervisor and security guard
Timing:	12:00-4:00

Look for the supervisor counting crates near Warehouse #1 and talk to him, or buzz over to Warehouse #8 and talk to the guard in front of the building. Both of them give you information.

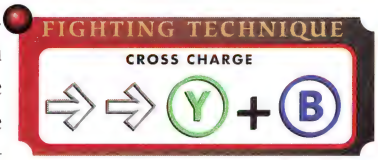
Notes
- I heard that bikers gather at night.
- (Near the Harbor Cafeteria).

Notes Cont.
- Is that them?

Sub 7: Learn from Shozo Mizuki

Location:	Near Warehouse #18 (New Yokosuka Harbor)
Trigger:	Walk past the Warehouse #18 the day after learning a second move from Shozo Mizuki
Timing:	17:00-23:30

Once you've learned two moves from Shozo Mizuki, you can learn a third. This one is great in situations where you're facing more than one opponent. You don't have to perform this technique to learn it.



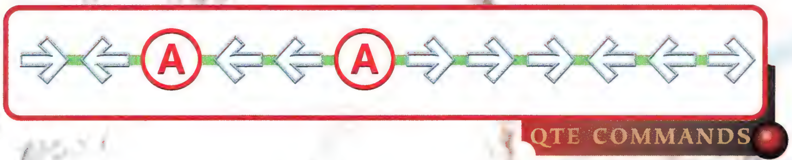
Note
This event does not take place if you've gotten the clues about motorcycle riding MAD ANGELS near the Harbor Lounge. However, it will take place the following night.

Scene 5: Charlie's Return

Location:	Near Harbor Lounge (New Yokosuka Harbor)
Trigger:	Walk to Harbor Lounge the day after you save Mark
Timing:	19:00-23:30

Approach the Harbor Lounge at night and you encounter Charlie and two other guys on bikes. This sparks a QTE battle. After the chase, you have to fight five guys in a Free Battle. They're pretty easy, but Charlie challenges you afterward, and he's a strong fighter.

Notes
- Lan Di is still in the harbor! Find out more about the trade.



Note
Head back to Dobuita and have your fortune told at Lapis to get the "Clue: One with grudge has dangerous hint" note added to your notebook.

Sub 8: Dream of Lan Di

Location:	Ryo's Bedroom
Trigger:	Sleep after fighting Charlie
Timing:	20:00-23:30

After finding out that Lan Di is nearby, Ryo has a dream about his nemesis.

Talk 5: Spies Around Us

Location:	Near Central Pier (New Yokosuka Harbor)
Trigger:	Talk to Hiroaki on your lunch break during the fifth work day
Timing:	12:45-14:00

Hiroaki Takeuchi

Talk to Hiroaki once he stands up after eating lunch. Talk to him a couple of times to get the note.

Notes

- *Am I being spied on by them too?*
- *Good...that will make it easier to look for them.*

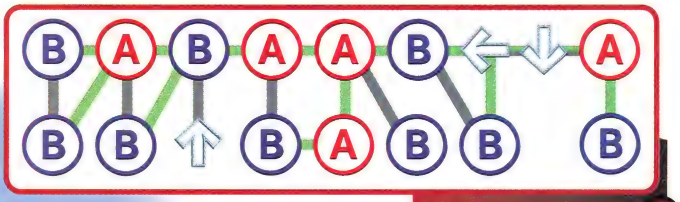
Notes Cont.

- *Come on out!*

Scene 6: Goro's Hurt!

Location:	Near Warehouse #12 (New Yokosuka Harbor)
Trigger:	Go near Warehouse #12 while carrying a box in the afternoon of the fifth work day
Timing:	14:30-15:30

As you're moving cargo around, you encounter one of your sailor buddies who's just finished beating Goro to a pulp. Ryo chases him into a trap. This is a long QTE and fun to watch. You can take three hits before being knocked out. Have fun and experiment a bit, because you just do the event over if Ryo is K.O.ed.



QTE COMMANDS

Scene 7: Long Zha

Location:	Near Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically happens after Ryo picks up his pay on the fifth work day
Timing:	17:00

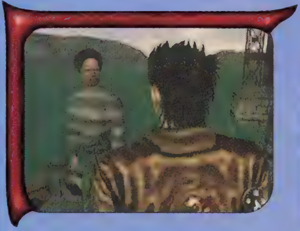
Ryo encounters Mark as he leaves the Alpha Trading Office. It appears that Mark has overheard some valuable information on the MAD ANGELS.

Notes

- *Mark heard about "Long Zha." What is it?*
- *Long Zha—black market dealings between Chinese organization and MAD ANGELS.*
- *When is the next Long Zha deal?*

Talk 6: More News from Mark

Location:	Near Central Pier (New Yokosuka Harbor)
Trigger:	Talk to Mark on the waterfront
Timing:	17:30-20:00



Mark has additional news about Long Zha. Talk to him in his usual lookout near the water.

Notes

- *Two foreigners I rarely see (Tony & Smith)...are part of Long Zha?*

Talk 7: Where are the MAD ANGELS?

Location:	Near Warehouse #1 (New Yokosuka Harbor)
Trigger:	Talk to the supervisor checking containers
Timing:	17:30-19:00

Tomohito Niizato

Find the supervisor checking containers near Warehouse #1. He mentions seeing some sailors near the Harbor Lounge. If you miss this worker, you can catch him the following day.

Notes

- I hear they're hanging around the Cafeteria.

Note

Go back to Dobuita to have your fortune told at Lapis. This adds the "Clue: There are 2 paths and both may close should you hesitate" note to your notebook.

Sub 9: Goro and Mai Together

Location:	Near Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically happens on the sixth work day during lunch
Timing:	12:00

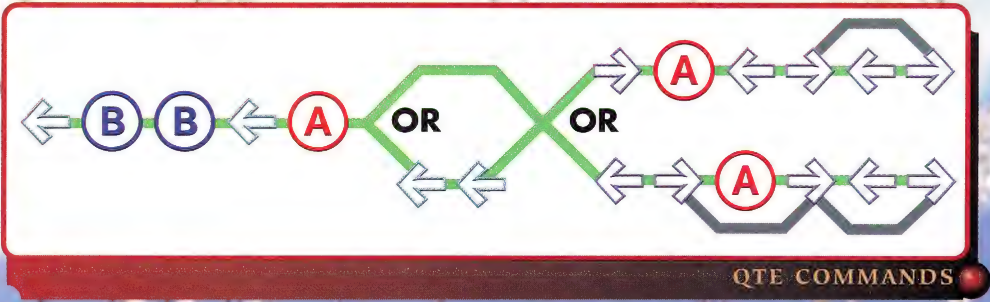
Goro announces that he and Mai are planning something special. Who would have guessed?

Notes

- It seems Goro and Mai are getting married.

Scene 8: Chasing the Sailors

Location:	Near Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically happens during the sixth work day
Timing:	15:30-16:30



QTE COMMANDS

While working, Ryo encounters two of his sailor buddies talking near the Harbor Cafeteria. He questions them about the Long Zha and they run. This is a QTE chase through the harbor.

Scene 9: Gui Zhang's Letter

Location:	Old Warehouse #8 (New Yokosuka Harbor)
Trigger:	Automatically occurs at end of sixth workday
Timing:	17:00

While picking up his pay, Ryo receives a letter from Gui Zhang. He immediately goes to Old Warehouse #8 to talk to Master Chen and Gui Zhang about the Long Zha.

Notes

- I need to find a guy called Jerry.

Scene 10: Nozomi's in Trouble

Location:	Hazuki's Home Entryway
Trigger:	Automatically happens when Ryo goes to sleep at the end of the sixth work day
Timing:	00:30

Ryo wakes in the middle of the night to find out that something has happened to Nozomi. He then gets a phone call telling him to come to Warehouse #17 in four hours.

Notes

- Nozomi's been kidnapped! I have to get to Warehouse #17 by 3:30 a.m.!

Note

There's still more to come! Where's the rest of the walkthrough? We've hidden the last section of the game from you in the sealed section of this book, so we don't ruin the ending for anyone who doesn't want to know. Try to get through the rest of the game without our help, but if you really need it…it's there for you!

MAPS

The world of *Shenmue* takes place in five main areas: the Hazuki house, Yamanose, Sakuragaoka, Dobuita, and New Yokosuka Harbor. These locations are large and filled with many homes, businesses, and people. Use this chapter to both acquaint yourself with the various places you'll go and figure out exactly where something is located. You can also determine which people commonly frequent a location, the items you'll find there, and what major events take place in that location. If you use this chapter in combination with the walkthrough, you should have a very easy time getting around.

HAZUKI HOUSE

The Hazuki residence was originally a temple, which the Hazuki family came to occupy when it lost viability due to the absence of a chief priest. This explains why the residence looks so formal. The imposing front gate is a remnant of that era.

1	Ryo's Room	6	Kitchen	11	Garden Path to Hazuki House Dojo
2	Iwao's Room	7	Living Room	12	Down Ladder to Basement
3	Ine's Room	8	Guest Room		
4	Fukuhara's Room	9	Restroom		
5	Hazuki Altar Room	10	Hazuki House Entryway		

Characters

Ryo Hazuki

Ine Hayata

Masayuki Fukuhara

Ling Sha Hua (Dream Sequences Only)

Events

More Information on Tattoos	Ine and Fuku
Talk to Fuku	Thanks to Fuku
The Scroll	Phone Call About Ticket
Nozomi's Announcement	Call from Goro
Visitors	Nozomi's in Trouble

1 Ryo's Room

Items

Shenmue Cassette Tape	Shenhua Cassette Tape
Mini Radio Cassette Player	Picture
	Alarm Clock

Events

- A Strange Dream
- In Need of Money
- Another Strange Dream
- Dream of Lan Di

2 Iwao's Room

Items

- Mysterious Key
- Letter from Iwao

Events

- Iwao's Letter

3 Ine's Room

Items

- Picture

4 Fukuhara's Room

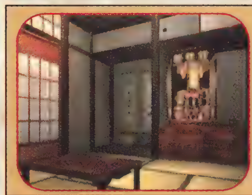
Items

- Shadow Reaper Scroll

Events

- Fuku's Assistance
- Fuku's Savings

5 Hazuki Altar Room



Items

- Candles
- Matches
- Twin Blades Scroll (Outside of Altar Room)

Events

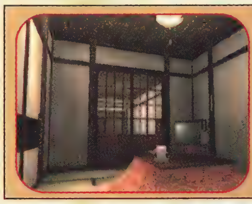
- The Sword Handguard
- Flowers from Nozomi

6 Kitchen

Items
Dried Fish
Milk

Events
Memory of Iwao

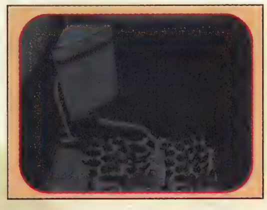
7 Living Room



Items
Batteries

8 Guest Room

9 Rest Room

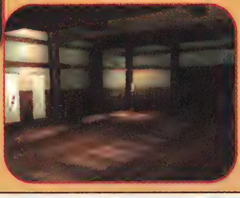


10 Hazuki House Entryway

Items
Flashlight
Allowance

Events
Ine's Promise

11 Dojo



Items
Wooden Box
Mysterious Scroll

Events		
Memory of Iwao (Garden)	The Locked Box	What Is This For?
Fukuhara in the Dojo	Learn from Fukuhara	The Sword and the Handguard
Memory of Iwao	A Mysterious Letter	
	Looking for Clues	

12 Basement

Items	
Father's Picture	Candles
White Leaf	Matches
Phoenix Mirror	Stab Armor Scroll

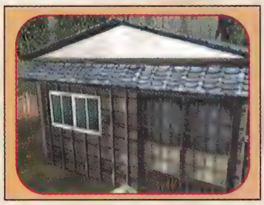
Events	
The Basement	Help from Fuku
A Picture of Iwao	The Phoenix Mirror
Scars on the Floor	

YAMANOSE

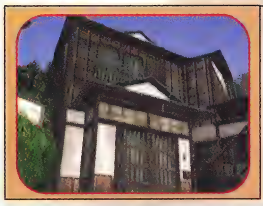
Originally, the area was a small mountain. At the time, there was nothing but a solitary temple standing on its peak and a shrine perched midway up, but after the war, large-scale construction of private residences began. Even so, today it is still possible to catch a glimpse of a deep forest by taking just a single step away from the road.

1	Yoshioka House
2	Sakurada House
3	Yamanose Apartments
4	Aoyama House
5	Nakamura House
6	Azumaya House
7	Yamanose Shrine

1 Yoshioka House



2 Sakurada House



Characters

Ichiro Sakurada

3 Yamanose Apartments

4 Aoyama House

Characters

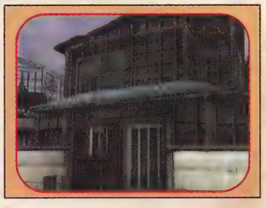
Kenji Aoyama

5 Nakamura House

Characters

Noriko Nakamura

6 Azumaya House



7 Yamanose Shrine

Characters

Megumi Mishima

Events

Megumi's Kitten	Kitten Feels Better	Megumi Adopts the Kitten
Giving the Kitten a Name	Chance Encounter	
The Kitten's Name	The Kitten Is Gone	
Feed the Kitten	Kitten Jumps	

SAKURAGAOKA

This area has been known for its cherry trees since ancient times. Sakuragaoka was named for these trees, which blanketed the mountain before residences began to spring up.

1A	Sakura Heights
1B	Sakura Heights
2	Sakuragaoka Park
3	Sugisawa
4	Tachibana
5	Sumiya
6	Takashima
7	Liu
8	Takahashi
9	Mishima
10	Yamagishi
11	Ito
12	Tajima
13	Akasaka
14	Mitsui
15	Yamamoto
16	Nomura
17	Iwata
18	Construction Site
19	Hirano
20	Kondo
21	Abe Store
22	Liu
23	Nishida

1A Sakura Heights

Events

Battle With Gui Zhang

Characters (1A—Bottom Floor)

Inoue

Kimura

Characters (1A—Top Floor)

Bukichi Itoi

Tatsuya Motoyama

Characters (1B—Bottom Floor)

Aizawa

Kimie Udagawa

Characters (1B—Top Floor)

Kenta Iwasaki

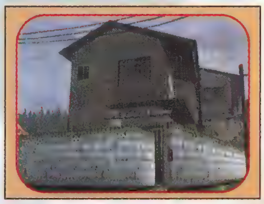
Kayama

2 Construction Site

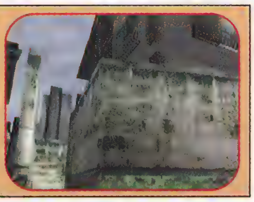
Events

Charlie's Ambush

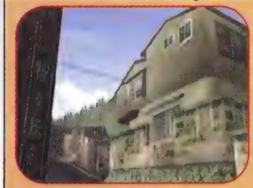
3 Sugisawa



4 Tachibana



5 Sumiya



Characters

Kotaro Sumiya

Natsuki Sumiya

Events

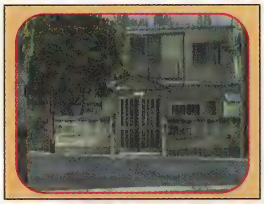
Sumiya's Clue

6 Takashima

Characters

Tsuyoshi Takashima

7 Liu



8 Takahashi

Characters

Kaoru Takahashi

Yoshikazu Takahashi

9 Mishima

Characters

Fusayo Mishima

Mayumi Mishima

Megumi Mishima

10 Yamagishi

Characters

Shiegeo Yamagishi

Events

- Yamagishi's Clue

11 Ito

Characters

Naoyuki Ito

Kayoko Ito

Yasuo Ito

12 Tajima

Characters

Eri Tajima

Hideki Tajima

13 Akasaka

14 Mitsui

Characters

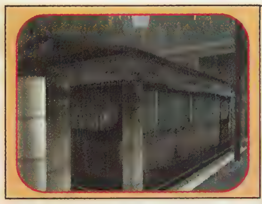
Kota Mitsui

15 Yamamoto

Characters

Tatsuya Yamamoto

16 Nomura

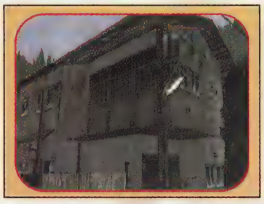


Characters

Mitsugu Nomura

Taeko Nomura

17 Iwata

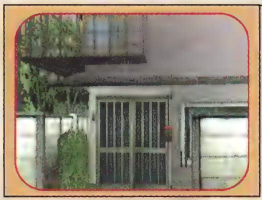


18 Sakuragaoka Park

Events

- Confrontation in Sakuragaoka Park
- Yamagishi's Advice
- Where to Go?
- Nozomi's Troubled

19 Hirano



Characters

Suguru Hirano

Yuji Hirano

20 Kondo

Characters

Fusako Kondo

21 Abe Store 9:00-19:00

Characters

Abe Setsu

Items

Salami	90 Yen	*Virtua Fighter* Machine #1 (Outside of Store)
Squid Legs	90 Yen	
Chocolate	120 Yen	
Potato Chips	120 Yen	Waku Waku *Sonic the Hedgehog* Machine #3
Caramel	120 Yen	

Events

Lending a Helping Hand

22 Liu

23 Nishida

Characters

Kiyoshi Nishida

DOBUITA

Dobuita is a shopping district in Yokosuka, frequented by the local people as well as sightseers from nearby Amihama and Yokohama.

Area 1

1	Liu Barber & Hair Salon
2	Tsukushi Apartments
3	Maison de Ishikawa
4	Nagai Industries
5	Mochizuki Apartments
6	Water Dragon 2 Thrift Shop
7	Russiya China Shop
8	Lapis Fortune Teller
9	Oiwa Apartments
10	Funny Bear Burgers

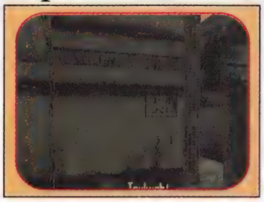
1 Liu Barber & Hair Salon

Characters

Ji You Liu

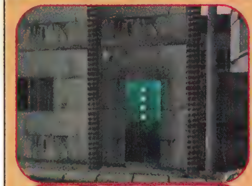
En Ling Liu

2 Tsukushi Apartments



3 Maison de Ishikawa

4 Nagai Industries



Characters

Akira Nagai

Toya Hasegawa

Tota Yoshino

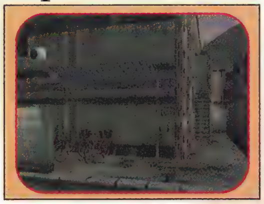
Kouji Hase

Toshiki Kagawa

Events

Buy Wan a Drink	Finding Wan
Talk to Men Inside	What's Happening at the Harbor
Looking for the Tattoo Parlor	

5 Mochizuki Apartments



6 Water Dragon Thrift Store 10:00-20:00

Characters

Kazuo Akasaka

Kimie Udagawa

7 Russiya China Shop 10:00-21:00

Characters

Xia Xiu Yu

Xia Gao Wen

Events

- Talk to Owner
- Read the Letter
- Xia's Advice

8 Lapis Fortune Teller 10:00-24:00

Characters

Natsumi Sakuragi

9 Oiwa Apartments

10 Funny Bear Burgers 10:00-20:00

Characters

Motoyuki Aoki

Events

- Looking for Clues

1	Aida Flower Shop
2	Takara Sushi
3	Asia Travel Company
4	Yaokatsu Produce
5	Honda Drugstore
6	Ajiichi Chinese Restaurant
7	Hattori Sporting Goods
8	Daisangen Mahjong Parlor
9	Heartbeats Bar
10	Knocking Motorcycle Shop
11	Slot House
12	Bar Linda
13	Bob's Pizzeria
14	Nana's Karaoke Bar
15	Manpukuken Ramen
16	Okayama Heights (Tattoo Parlor)
17	Bar Yokosuka
18	MJQ Jazz Bar

1 Aida Flower Shop 7:00-22:30

Characters

Nozomi Harasaki

Toki Aida

Events

- Nozomi's Clue
- Where is Ajiichi Chinese Restaurant?
- Whose Number Is This?

2 Takara Sushi 11:00-21:00

Characters

Mitsuru Kumeta

3 Asia Travel Company 10:00-20:00

Characters

Etsuko Sekine

Items

- Bargain Tour Pamphlet

Events

- One Boat Ticket Please
- Pick Up the Ticket
- Confronting Jimmy
- Jimmy's Confession

4 Yaokatsu Produce

Characters

Masaru Aoi

Yoshie Aoi

5 Honda Drugstore 10:00-20:00

Characters

Soichi Honda

6 Ajiichi Chinese Restaurant 10:00-21:00

Characters

Duo Ji Tao

Lin Xia Tao

Wang Guang Ji

Events

- Talk to Owner
- Looking for a Translator

7 Hattori Sporting Goods

Characters

Mamoru Hattori

Events

- Where is Okayama Heights?

8 Daisangen Mahjong Parlor 12:00-5:00

Characters

Minoru Asada

9 Heartbeats Bar 19:00-4:00

Characters

Yoshifumi Hato

Events

- Brawl in the Alley
- Brawl in Heartbeats

10 Knocking Motorcycle Shop

Characters

Goro Ono

Events

- Other Options

11 Slot House 10:00-24:00

Characters

Takafumi Mitsuzuka

Kirino Matsuyama

Yoshito Nishii

13 Bar Linda 18:30-5:00

Characters

Kyoko Hayashi

Hiroyuki Orihara

Events

- Finding Heartbeats

13 Bob's Pizzeria 17:00-4:00

Characters

Mario Grianni

Events

- Where is Ajiichi Chinese Restaurant?
- Finding Suzumi Park
- Liu Senior

14 Nana's Karaoke Bar 19:00-4:00

Characters

Nanako Shinohara

15 Manpukukuen Ramen 17:00-4:00

Characters

Junko Yamamoto

Events

- Drunken Pedestrian

16 Okayama Heights

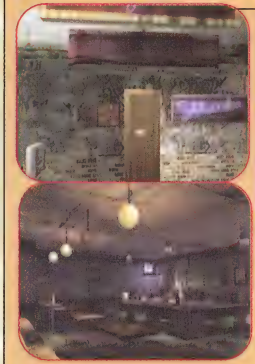
Characters

Takashi Takashiro

Events

- Charlie
- Nozomi Is Worried

17 Bar Yokosuka 17:00-3:00



Characters

Yoko Minato

Akemi Sato

Teruhiko Saijo

Events

- Yong and Wu
- Fuku Called

18 MJQ Jazz Bar 19:00-4:00

Characters

Hirai Takeshi

Gilbert Flakes

Wilson Bonnett

Events

- Billiards Challenge

Area 3

1	Tomato Convenience Store
2	Bunkado Antiques
3	Hokuhoku Lunch Box Shop
4	Water Dragon Thrift Store
5	Uokichi Seafood
6	Global Travel Agency
7	Tom's Hot Dogs
8	Kurita Military Surplus
9	Mary's Patches & Embroidery Shop
10	Jupitor's Jackets
11	Komine Bakery
12	Tamura Butcher Shop
13	You Arcade
14	Suzume Park
15	Yamaji Soba Noodles
16	Wakaba Apartments
17	Maeda Barbershop
18	Smiley Flower Shop
19	Parking Lot
20	Hirata Tobacco Shop
21	Dobuita Bus Stop

1 Tomato Convenience Store (Open 24 hours)

Characters

Minako Hirano

Events

Clash with Enoki

Items

Cassette Tapes	300 Yen	Potato Chips	120 Yen
Flashlight	500 Yen	Chocolate	120 Yen
AA Size Batteries	150 Yen	Caramel	120 Yen
C Size Batteries	150 Yen	Dried Fish	300 Yen
Box of Matches	50 Yen	Canned Tuna	180 Yen
Light Bulb	90 Yen	Sliced Fish	500 Yen
Candles	150 Yen	Milk	100 Yen

2 Bunkado Antiques 10:00-22:00

Characters

Keizo Oishi

Ryoko Nishizawa

Items

Sword Handguard	
Tiger Storm Scroll	2,000 Yen
Twin Swallow Leap Scroll	1,000 Yen
Mud Spider Scroll	1,000 Yen
Arm Break Fire Scroll	3,000 Yen
Crawl Cyclone Scroll	1,000 Yen
Rising Flash Scroll	500 Yen

3 Hokuhoku Lunch Box Shop 10:00-20:00

Characters

Kinuyo Sawano

4 Water Dragon Thrift Store 10:00-20:00

Characters

Midori Aizawa

Ryuji Tatsumi

5 Uokichi Seafood

Characters

Shinkichi Noda

6 Global Travel Agency 9:00-20:00

Characters

Satoshi Shinoda

Items

Hong Kong Travel Brochure

7 Tom's Hot Dogs

Characters

Tom Johnson

Honey Jackson

Events

- Tom's Encounter
- Finding Heartbeats

8 Kurita Military Surplus10:00-21:00

Characters

Shiro Kurita

Events

- Finding Heartbeats

9 Mary's Patches & Embroidery Shop 10:00-20:00

Characters

Bukichi Itoi

10 Jupitor's Jackets 10:00-20:00

Characters

Noriyuki Tsuruoka

Events

- Finding Heartbeats

11 Komine Bakery

Characters

Hiromi Komine

Yuka Komine

12 Tamura's Butcher Shop

Characters

Hiroshi Tamura

Events

- More Information on Tattoos
- Whose Number Is This?

13 You Arcade 10:00-24:00

Characters

Yuji Nito

Items

Hang On Game	100 Yen
Darts 7 Game	100 Yen
Excite QTE 2 Game	100 Yen
QTE Title Game	100 Yen
Space Harrier Game	100 Yen
Juke Box	100 Yen

- *Virtua Fighter Kids* Machine #2 (Outside of Arcade)
- Waku Waku Figures Machine #4 (Outside of Arcade)

Events

- Ambush
- Arcade Manager's Clue
- Talk to Biker Gang
- A Worried Friend
- Ambushed

14 Suzume Park

Characters

Yamagishi

Liu Senior

Events

- Learn from Yamagishi
- Password's Origin

15 Yamaji Soba Noodles 11:00-21:00

Characters

Susumu Aketagawa

Kyoshi Yamanaka

16 Wakaba Apartment Complex

Events

- Enoki Strikes Back

17 Maeda Barbershop 10:00-18:00

Characters

Ichiro Maeda

Miki Maeda

18 Smiley Flower Shop 7:00-18:30

Characters

Yuriko Kikuchi

Junichiro Nemoto

19 Parking Lot

20 Hirata Tobacco Shop 7:00-18:30

Characters

Haru Hirata

Events

A Mysterious Phone Call

21 Dobuita Bus Stop

Characters

Shinya Onoue

Events

The Bus to Amihama

NEW YOKOSUKA HARBOR

The area occupied by the harbor is extensive and one can become lost quite easily. The warehouse numbers and arrows painted on the road make it easier to find your way.

1	Warehouse #1
2	Warehouse #2
3	Warehouse #3
4	Warehouse #4
5	Warehouse #5
6	Warehouse #6
7	Warehouse #7
8	Warehouse #8
9	Warehouse #9
10	Warehouse #10
11	Warehouse #11
12	Warehouse #12
13	Warehouse #13
14	Warehouse #14
15	Warehouse #15
16	Warehouse #16
17	Warehouse #17
18	Warehouse #18
19	Construction Site
20	Hokuhoku Lunches
21	Alpha Trading Office
22	Harbor Cafeteria
23	Harbor Lounge
24	Tom's Hot Dogs
25	Harbor Bus Stop
26	Old Warehouse District

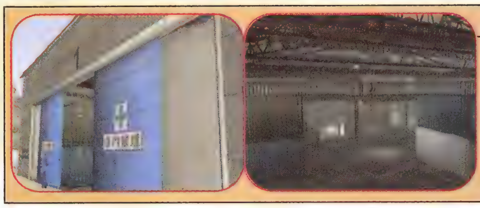
Events

Meet Goro	Talk to Mark
Identifying Warehouse #8	More Information on the MAD ANGELS
Finding Your Way	Photo Opportunity
MAD ANGELS Attack	Spies Around Us
More Information on the MAD ANGELS	More News From Mark
Learn from Gui Zhang	

Items

- Warehouse Maps 1 through 5
- Race Course Map
- Six Pictures

1 Warehouse #1



Events

- Mai and Goro Help Out
- Searching for the MAD ANGELS
- More on the MAD ANGELS
- Where Are the MAD ANGELS?

2 Warehouse #2

3 Warehouse #3

Events

- Sailors Strike Back

4 Warehouse #4

8 Warehouse #8

Events

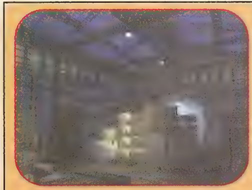
- Trying to Get Inside
- Getting Inside Warehouse #8
- Another Warehouse #8?
- Learning to Drive
- Master Chen's Letter

12 Warehouse #12

Events

- Goro Helps Out
- Goro's Hurt!

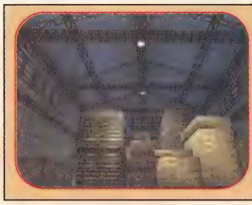
13 Warehouse #13



Events

- The Homeless Man

13 Warehouse #14



16 Warehouse #16

Events

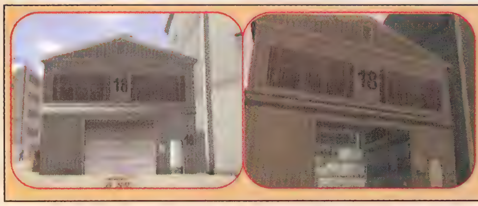
- Finding Alpha Trading Office

17 Warehouse #17

Events

- Finding Mai
- Mark's in Trouble

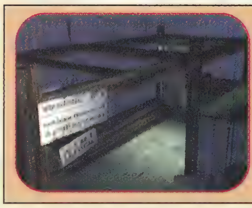
18 Warehouse #18



Events

- Looking for a Job
- Picking on the New Guy
- Learn from Shozo Mizuki

19 Construction Site



20 Hokuhoku Lunches

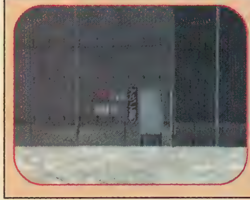
Characters

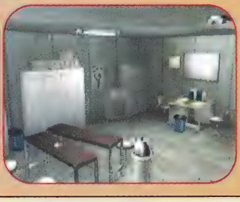
Hisaka Sawano

Events

Hisaka's Request
Return to Hisaka

21 Alpha Trading Office

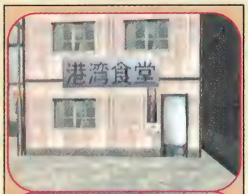




Events

Helpful Advice	Long Zha
Accepting the Job	Goro and Mai Together
Chicken Race with the MAD ANGELS	Chasing the Sailors
Goro Pays a Visit	

22 Harbor Cafeteria



23 Harbor Lounge

Items

Map of Old Warehouse District (from Homeless Man)
Waku Waku/Excited Sega World (Red) Series Machine #4
Vehicles Machine #5
Harbor Related Items Machine #6

24 Tom's Hot Dogs

Characters

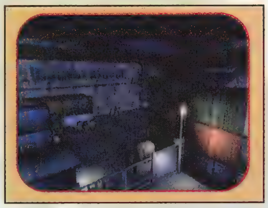
Tom Johnson

Events

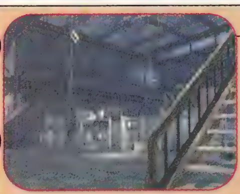
Find Tom

25 Harbor Bus Stop

25 Old Warehouse District



Old Warehouse #8



Characters

Master Chen

Gui Zhang Chen

Events

Entering the Old Warehouse District
Finding the Phoenix Mirror
Take the Mirror to Master Chen

FIGHTING STRATEGIES

In *Shenmue*, you must battle your way through several confrontations. In fact, that may be the only way to find out important information in your quest to find the mysterious man that murdered Ryo's father.

You may either learn techniques from people you speak to in your travels or purchase Technique Scrolls from the local antique shop. You may even find a couple of Technique Scrolls in the Hazuki house.

It's important to practice these techniques whenever you have the opportunity. Fukuhara is always willing to spar with you in the mornings. This is a good opportunity to practice the techniques you have learned.

OFFENSE

There's more to attacking your opponent then just mashing buttons. Patience pays off in a big way in *Shenmue*. If you just blindly attack your opponents, they'll constantly counter your attacks and make you pay for it. Consider what you're doing when fighting. Take into account the distance between you and your opponent, the number of enemies in the area, and your opponents' attack style. All of these factor into your best course of action.

Not all opponents are powerful and well trained. Most of these enemies can be dispatched with single-hit attacks. More powerful enemies, those that actually play a larger part in the story than just appearing in a battle, require thought and timing. It's typically best with these fighters to use short combos or powerful single-blow attacks. You'll also do well against such enemies if you master the art of counterattacking.

In battles against a single person you can toy with you opponent a bit. Hang back and let him make the first move, then react with an attack of your own. In situations where you're facing multiple opponents, choose attacks that sweep a wide area. That way you can attack several opponents at once.

Most opponents are very aggressive. They stick very close to you and launch a never-ending assault. This makes it difficult for you to launch complex attacks, but you can use certain moves to push your opponents back. Doing so gives you a bit more time to think your strategy through and to launch complicated techniques.

DEFENSE

A good defense is even more important than a strong offense. Blocking is only partially effective. You actually need to learn how to counterattack. Doing so gives you a lot of extra opportunities to attack and completely shuts down your opponent's offense.

Countering an opponent's attack is easy enough. Just press Ⓨ when your opponent attacks and Ryo deflects the attack. This often leaves your opponent completely defenseless for a brief moment. Use this time to attack.

You can also duck attacks using Ⓨ This move can be followed with a variety of attacks covered in this section. Master these and no one will be able to stand before you.

Registered Moves

In *Shenmue,* you can register, or preset, one move you have learned at a time. Pick one move from the moves scroll to be executed by pressing only R during a battle. The R simply replaces the necessary combo presses. To preset a move, use the cursor to select a move and press Ⓐ. You can recognize the registered move on your move scroll by the large "R" on the tag.

Practice and Evolution

Ryo must practice his moves daily to become more proficient at them. As he gains experience, his attacks become more effective, and some of his attacks evolve into even stronger attacks. The only moves that Ryo cannot practice by himself are throw moves, because they require an opponent. Make sure you practice as much as you can every day so you gain experience quickly.

There are many places to practice. The easiest place to go is the Hazuki Dojo. You can practice alone there and eventually spar with Fuku-san. You can also practice at Sakuragaoka Park, the vacant parking lot in Dobuita, and Warehouse #4 in New Yokosuka Harbor.

Learning New Moves

Ryo begins the game with a wide variety of attacks at his disposal, but throughout the course of the game he can learn even more. There are three ways to learn: You can teach Ryo some moves on your own, purchase or find scrolls that teach Ryo a move when read, or learn moves from characters Ryo meets.

Ryo can teach himself only a few moves. These are any basic moves that don't appear on his Move Scroll at the beginning of the game. To learn them, practice somewhere and try the move out. Not all moves are added to the scroll.

You can find Technique Scrolls in Ryo's home and at Bunkado Antiques in Dobuita. Find these scrolls as early as possible, so you can begin using them right away. The ones sold at Bunkado are pretty pricey, so you may have to hold off until later in the game when you get a bit more money.

Those taught by other characters are out of your control. Just be sure that you accept whenever a character offers to teach you a move. Listen to your teacher carefully and perform the move properly to add it to Ryo's arsenal.

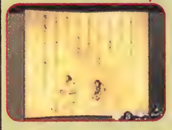
Technique Scrolls

You can purchase most of the Technique Scrolls from Bunkado Antiques, though they are expensive. Practice these, and all of the moves noted above, to perform devastating attacks.

Twin Blades Technique Scroll

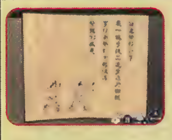
Investigate the box on the veranda at the Hazuki House. The Twin Blades move is recorded there.

Shadow Reaper Technique Scroll



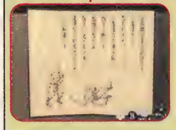
Look on the desk in Fukuhara's room to find the Shadow Reaper scroll.

Stab Armor Technique Scroll



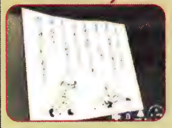
Investigate a shelf in the basement underneath the Hazuki House Dojo. The Stab Armor move is recorded there, but it is written in Chinese. To learn this move you must call Master Chen (61-5647) to have the scroll translated around the time that Ryo is buying his ticket to Hong Kong.

Mud Spider Technique Scroll



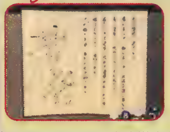
This can be acquired at Bunkado Antiques for 1,000 Yen. Read it to acquire the Mud Spider move.

Crawl Cyclone Technique Scroll



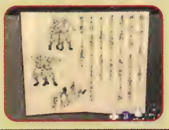
This can be acquired at Bunkado Antiques for 1,000 Yen. Read it to acquire the Crawl Cyclone move.

Tiger Storm Technique Scroll



This can be acquired at Bunkado Antiques for 2,000 Yen. Read it to acquire the Tiger Storm move.

Arm Break Fire Technique Scroll

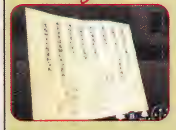


This can be acquired at Bunkado Antiques for 3,000 Yen. Read it to acquire the Arm Break Fire move.

Mysterious Scroll

This is behind a wall scroll in the Hazuki Family's Dojo. If you try to read the scroll you'll find it is written in Chinese. A move is recorded there, but you cannot acquire it until you call Master Chen (61-5647) and Gui Zhang answers. He will talk about the scroll and tell Ryo to hang on to it.

Rising Flash Scroll



The Rising Flash Scroll can be purchased at Bunkado Antiques for 500 Yen. Read it to learn the Rising Flash move.

FIGHTING TECHNIQUES

Ryo's fighting skills take several forms. He has punching attacks, kicking attacks, throw moves, guard moves, and combos. All of the following moves have been divided into these groups.

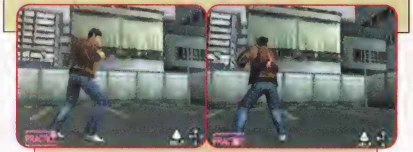
Note

All commands assume that Ryo is facing to the right. This may be opposite the way you learn them in the game.

Punches

Punches are good attacks to start with because they are generally the easiest to learn. Though punch attacks are simple, don't underestimate their powerful effects.

Twist Knuckle (Basic) ⇦, Ⓧ



Unlike the Elbow Slam, this blow is thrown horizontally in a sweeping hook.

Tiger Knuckle (Basic) Ⓧ

The Tiger Knuckle is a punch aimed at the jinchu, a pressure point between the nose and mouth.

Elbow Slam (Basic) ⇨, Ⓧ

This move delivers a downward, rotating blow from the forearm, aimed at the opponent's collarbone.

Elbow Assault (Basic) ⇨, ⇨, Ⓧ

The Elbow Assault targets the center of the opponent's body with a full-body rush.

Upper Knuckle (Basic) ⇦, ⇦, Ⓧ

This is a move where the practitioner momentarily lowers then raises his body while swinging to strike the opponent in the jaw.

Sleeve Strike (Basic) ⇨, ⇦, Ⓧ

This move involves taking one step forward with the rear leg and punching at a mid-level target with the fist.

Rain Thrust (Basic) ⇦, ⇨, Ⓧ

The Rain Thrust is a straight punch aimed at a pressure point on the right side of the opponent's neck.

Big Wheel (Basic) Ⓧ + Ⓐ

The Big Wheel is a powerful variation of the Elbow Slam. Aimed at the opponent's collarbone, it features a diagonal blow struck once the practitioner closes in.

Twin Hand Waves (Basic) ⇨, Ⓧ + Ⓐ

This move involves advancing a step and striking the opponent's chest and jaw with the palm and entire forearm. The impact creates a shockwave that affects the opponent's internal organs.

Backfist Willow (Basic) ⇦, Ⓧ + Ⓐ

This is a surprise attack with a spinning backfist. The spinning motion increases the power of the blow.

Misral Flash (Basic) Ⓛ, Ⓧ

This move utilizes the running speed of the practitioner to deliver a diagonally-cutting blow to the area between the shoulder and the nape of the neck.

Avalanche Lance (Basic) ⇨,⇨,Ⓧ+Ⓐ

This move strikes the pit of the opponent's stomach with an elbow bent at an acute angle, similar to a Lance Thrust. Experts can do this move while spinning, to evade attacks.

Katana Mist Slash (Basic) ⇦,⇦,Ⓧ+Ⓐ

The practitioner advances one step with the forward leg and delivers a slashing blow to the opponent's side with the side of the palm.

Pit Blow (Basic) ⇨,Ⓧ

This double punch begins with a step forward and a mid-level strike with the leading fist, followed by a second punch to the same target with the other hand. Masters of this move can add an elbow strike.

Rising Flash (Technique Scroll) ⇨,⇦,⇦,Ⓧ

After lowering his body momentarily, the practitioner then springs upward to deliver a blow to the opponent's chin.

Rabbit's Revenge (Basic) Ⓧ (enemy behind you)

Having an enemy behind you is a dangerous situation. Use this quick twisting punch to turn yourself around and force your opponent back.

Twin Blades (Technique Scroll) ⇦,⇨,⇨,Ⓧ

The practitioner lands a chop to the opponent's neck using the sides of the open hands. When this technique is mastered, the practitioner can repeat the attack after the initial strike.

Double Blow (Basic) ⇨,Ⓧ+Ⓐ

The practitioner firmly places one palm forward on the enemy's body, then steels himself and slams the palm of the free hand into the back of the other hand in a devastating blow.

Stab Armor (Technique Scroll) ⇨,⇦,⇦,Ⓧ+Ⓐ

Iwao Hazuki learned this move in China. The practitioner strikes a penetrating blow with the palms using power from a twist of the back. Experts can make the blow even more powerful by stepping in deeper.

Kicks

Though using kicks allows for a longer reach to your opponent, they are typically slower to execute. Always protect yourself while performing a kick attack. Using [L] as well as Ⓧ and Ⓐ can result in stronger moves.

Swallow Flip (Learned) ⇦,Ⓧ,Ⓐ,Ⓧ

This advanced move from the Yang Qing Style involves deflecting the opponent's attack and kicking the opponent's legs at the same time. It is a closely kept secret and not easily mastered.

Crescent Kick (Basic) Ⓐ

The Crescent Kick is unleashed like an upward sword stroke and aimed at the opponent's head.

Trample Kick (Basic) ⇨,Ⓐ

This move is similar to a so-called front kick, but it's delivered using the entire underside of the foot in a stamping action while targeting the vital organs in the torso.

Side Reaper Kick (Basic) ⇦,Ⓐ

This is a low, decisive kick aimed at the outside of the opponent's knee.

Against Cascade (Basic) →, →, A

In this flying knee move, the practitioner leaps upward to kick while restraining the opponent with both hands. Masters of this move can increase its destructive power.

Surplice Slash (Basic) ←, ←, A

This back roundhouse kick strikes in a downward motion diagonally across the opponent's body. The path of the kick resembles the surplice worn by Buddhist monks.

Thunder Kick (Basic) →, ←, A

This kick begins as a high outside spin kick, but ends as a heel drop. The path of the kick is compact, and those who master this move can follow a middle kick with this technique.

Hold Aganst Leg (Basic) ←, →, A

This move involves using the power of the forward leg to deliver a low to mid-level kick to the opponent.

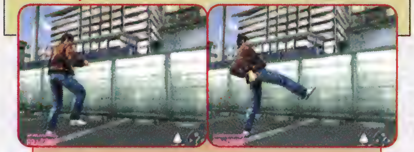
Brutal Tiger (Basic) →, ←, X + A

This is a high-speed reverse roundhouse kick. Those who have not yet mastered the move usually find themselves off-balance when they miss, but experts can recover with ease.

Dark Moon (Basic) ←, →, X + A

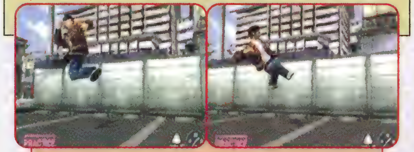
A kick delivered while flipping forward in mid-air, this is one of the more unusual moves in the Hazuki Style. Experts leave no openings for an attack after executing this move.

Destroy Protections (Basic) Y + A



This strange kick is very slow and has a short range of motion. It's very difficult to use and not very effective in any situation. Use it more to insult your enemy than to damage him.

Cyclone Kick (Basic) L, A



This flying back roundhouse kick is powerful due to the jump and rotation, but is also easy to dodge. Masters of the move can jump higher to kick.

Cyclone Kick (Basic) L, X + A

A flying back kick, this powerful move aims a diagonally slicing kick at the base of the opponent's neck.

Swallow Dive (Learned) ←, A

This move from the Yang Qing Style is reminiscent of taekwondo. The initial kick is a feint, and after the opponent is lured in, the practitioner intercepts with the heel drop.

Tornado Kick (Learned) →, →, A, A

This daring move uses the momentum from the first spin kick to spin again and deliver a powerful second kick.

Crawl Cyclone (Technique Scroll) →, ←, ←, A

With this move, the practitioner crouches and spins rapidly on the pivot leg while using the other leg to sweep out the opponent's legs.

Mud Spider (Technique Scroll) ←,→,→,A

With this move, the practitioner slides toward the opponent and kicks upward with the leg, aiming for the abdomen. Experts can also aim for the jaw.

Twin Swallow Leap (Technique Scroll) ←,→,→,X+A

This is a simple flying kick, but in the hands of an expert, a heel drop can be added after landing from the first kick.

Shadow Reaper (Technique Scroll) L,Y+A

While running, the practitioner suddenly slides forward along the ground to sweep the feet out from under the opponent. Experts can twist to make the attack stronger.

Foot Mower (Basic) A (enemy behind you)

If an enemy gets behind you, this is a quick way to turn around while forcing your opponent off. It interrupts some attacks and keeps your enemies from sneaking up on you.

Throws

Your opponent must be standing in a certain position for you to correctly execute a throw. If you fail in your throw attempt, the move automatically changes to an arm grab. Throws need to be practiced to perfect their execution.

Overthrow (Basic) B

With this move, the practitioner takes the opponent's arm and lowers the body while grabbing the opponent's collar, lifting the opponent over the back and throwing him

Sweep Throw (Basic) →,B

This move involves quickly turning and pulling the opponent's collar, then using the leg to sweep the opponent's inner thigh upward to throw. In judo, this move is called "uchimata."

Vortex Throw (Basic) ←,B,→,←,A

In this so-called sacrifice throw, similar to the judo technique of the same name, the practitioner falls backward to throw the opponent overhead to the rear. Though the throw is effective on its own, adding the last three commands to the end causes Ryo to flip onto his opponent, causing extra damage.

Mist Reaper (Basic) →,→,B

With this move, the practitioner grabs the opponent's neck and pushes forward and down while reaping the legs back and up, effectively applying power in the opposite directions to the upper and lower body.

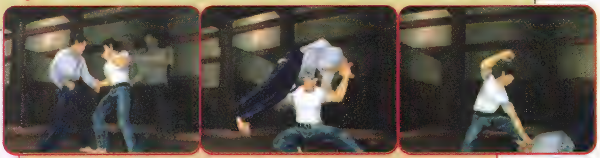
Demon Drop (Basic) ←, ←, B

The practitioner uses an armlock to throw the opponent while he flips forward in mid-air to land on top of the opponent.

Shoulder Buster (Basic) →, ←, B

As the opponent attempts a strike, the practitioner grasps the arm and executes an armlock to pin. A common technique in older styles of jujitsu, this move varies from style to style.

Tengu Drop (Basic) ←, →, B



This dynamic move involves lowering the body to grasp the opponent's leg, lifting the opponent onto his shoulders, and then dropping him headfirst by toppling over sideways.

Darkside Hazuki (Basic) B (at opponent's side)

This move involves closing in on the opponent's side and throwing him down while turning 180 degrees. This technique is one of the major Hazuki throws and dates back to the early days of the style.

Back Twist Drop (Basic) B (behind opponent)

Similar to the backdrop move used in pro wrestling, it has been adapted to make it more difficult to defend against. The throw is executed with a twist toward the rear.

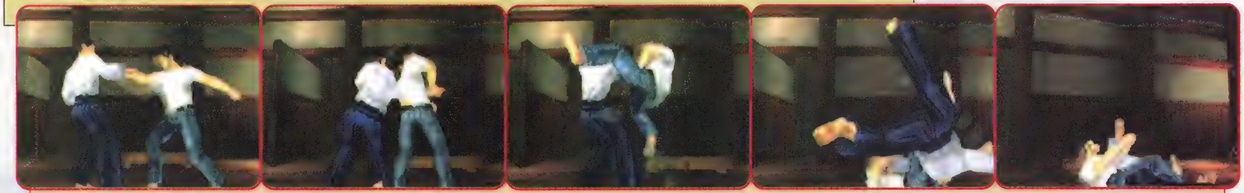
Wedge Strike (Basic) B (behind opponent)

This is another variation on the behind-the-back move. Ryo kicks his opponent in the base of the spine. It isn't powerful, but it sure has to hurt.

Swallow Dive (Learned) →, Y+B

This move involves evading an opponent's attack while moving behind to attack from the blind spot.

Arm Break Fire (Technique Scroll) →, ←, ←, B, X, X+A

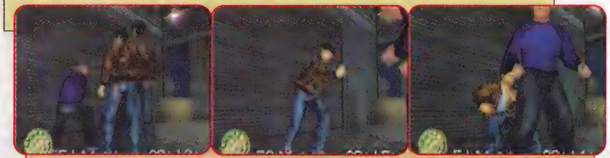


This complex move damages the opponent's arms in multiple areas simultaneously. When one who has mastered the technique executes it, the opponent is left wondering what happened to him.

Tiger Storm (Technique Scroll) ←, →, →, B, B

The practitioner momentarily crouches to gather strength before aggressively lunging at the opponent. Experts can add a shoulder strike after the initial impact.

Shadow Blade (Learned) →, (Y)+(B), (X)



This move is an extension of the Shadow Step. After slipping into the opponent's blind spot, the practitioner strikes the back of the neck.

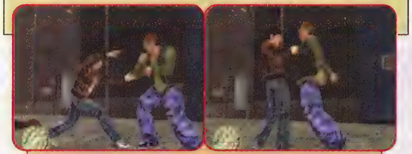
Cross Charge (Learned) →, →, (Y)+(B)

This is a combined defensive and offensive move where the practitioner evades an opponent's attack diagonally, then moves in for an elbow strike.

Grabs

Besides just throwing your opponent, you can also grab a person and then perform an attack. These are usually very powerful but hard to initiate. They work particularly well against weak opponents.

Collar Grab (Basic) (Y)+(B)



This move grabs your opponent by the collar and lifts the person off the ground. From this posture you can do any of the following four attacks.

Gut Punch (Basic) (X), (X) (after Collar Grab)

Use this move to give your opponent two swift punches to the abdomen. It's an effective attack when fighting one person, but it can't cause collateral damage like some other attacks.

Scabbard's Revenge (Basic) (A), (X) (after Collar Grab)

After picking his opponent up, Ryo hits the person once in the stomach and then swings around behind the enemy with a kick to the back. This is great in a group battle, as Ryo's movement keeps him from danger.

Rising Knee (Basic) (A) (after Collar Grab)

With this attack Ryo gives his opponent a hard knee to the body. This very powerful attack is great against a single opponent.

Overthrow (Basic) (B) (after Collar Grab)

Once you've grabbed your opponent you can simply finish the attack with an Overthrow. This is a good attack in all situations.

Guard Moves (Armlocks)

One way you can counter your opponent is to lock your enemy's arm behind his back after he punches. This is very easy way to counter weak opponents.

Armlock (Basic) (B) (counters a high punch)

You can counter an enemy's punch by grabbing his arm and twisting it behind his back. From that position you can perform any of the following attacks.

Feather Fold (Basic) No Commands After Armlock

Once you grab your opponent with an Armlock, just wait. You'll see Ryo automatically knock the enemy down. This isn't an effective use of the Armlock.

Epigram (Basic) (X) (after Armlock)

Ryo knocks his opponent down with an elbow to the back of the head. This is swift and effective but not very powerful.

Kidney Kick (Basic) (A) (after Armlock)

In this variation, Ryo attacks his enemy's side with his knee. It's a bit more powerful than the other options.

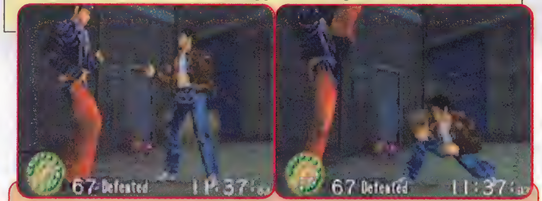
Sickle Kick (Basic) (A) +Any Direction (after Armlock)

This can really only be used when fighting multiple opponents. Ryo can kick to any side while holding an opponent in an armlock and using him for balance. With this you can ward off other enemies while the one you're holding is indisposed.

Guard Moves (Move Counters)

One of the most overlooked fighting skills is counterattacking. Too often players charge into a battle relying solely on a strong offense to win the day. Don't neglect to use these moves to keep your opponents off-balance.

Quick Duck (Basic) Ⓨ (in time with an opponent's high attack)

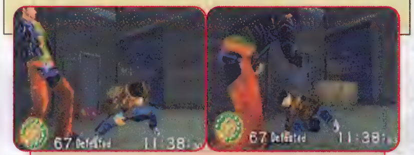


By entering this command as your opponent attacks with a high attack, Ryo ducks out of the way. Using this against anything other than a high attack still deflects the attack. However if you successfully duck, you can follow up with one of the following counterattacks.

Heaven's Prize (Basic) Ⓧ (after ducking)

Ryo quickly rises after his opponent's attack, striking him with open palms. Do this quickly, or it can be stopped easily.

Sweep Kick (Basic) Ⓐ (after ducking)



Ducking under an attack, Ryo can sweep his opponent's legs. Ryo stays low to the ground for this attack, which makes it hard to stop.

Sun Flip (Basic) Ⓧ+Ⓐ (after ducking)

After dodging an attack, Ryo pulls off an amazing flip kick. This is cool looking and pretty powerful. It works very well when fighting more than one opponent.

Prize Strike (Basic) Ⓧ (opponent behind you after ducking)

This is a great way to turn and attack. After ducking your opponent's attack, Ryo quickly turns around and hits his opponent with a hard chop.

Back Mower (Basic) Ⓐ (opponent behind you after ducking)

A quick kick to the back stops your opponent's attack. This has a long reach and it pushes your opponent back, making it hard for him to attack you back.

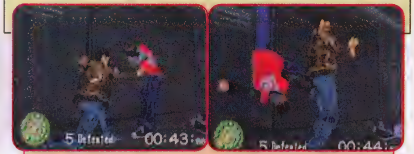
Head Split (Basic) Ⓧ+Ⓐ (opponent behind you after ducking)

Quickly spinning around, Ryo smashes his opponent's head with a hard chop. It's a good counter, but no better than the easier counters.

Leg Scissors (Basic) Ⓑ (opponent behind you after ducking)

This is by far the coolest looking counter when your back is to your opponent. Ryo entwines his legs with his opponent's and drops him to the floor.

Corner Drop (Basic) Ⓑ,Ⓑ



Ryo counters his opponent by grabbing his arm and flipping him. It's a powerful counterattack, but hard to perform.

Leg Trip (Basic) Ⓑ,Ⓑ

The Leg Trip counters an opponent's high kick. Ryo grabs the extended leg and drops his opponent to the ground while giving the leg a hard twist. Again, this is a powerful counter-attack, but hard to perform.

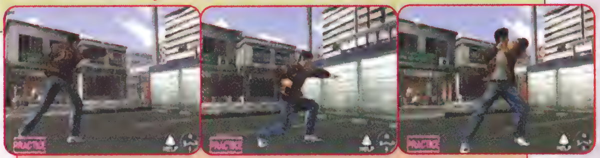
Combinations

There are many combos you can use against your opponents. Some are rather lengthy and hard to use, but the shorter combos are extremely effective in most situations. The biggest problem with long combos is that they give your opponent too many chances to counterattack. Short combos allow you to strike quickly and move, so you don't get caught with your guard down.

Torrent Combo (X),(X),(X),(X),(X),(X),(X),(X)

This lengthy punch combo may be fun to watch, but it's very difficult to use effectively in combat. This is especially true in situations where you're facing more than one opponent, because it leaves your back unguarded and your movement is somewhat unpredictable.

Torrent Turning Attack (X),(X),→,(X),(X)



Although this combo opens quickly with two punches and an elbow, the ending chop is very slow and therefore dangerous. It's a powerful combo against a single enemy, but in group situations the slow draw at the end leaves you wide open to counterattacks.

Torrent Scatter Attack (X),(X),(A)

Though this combo is brief, it's highly effective. It opens with two quick punches followed by a straight kick to the abdomen. There's a slight delay in the kick, but not long enough to get you into trouble. It also pushes your enemy back, which can give you enough time to launch an even better attack.

Torrent Whirlwind Troop (X),(A),(A),(A)

You'll find this very similar to the Torrent Hip Combo, except that this opens with a punch. The punch doesn't add a lot to the combo's power, but it can open an opponent up to the three kicks thereafter.

Torrent Stromy Hip (A),(X),(A)

This is one of the best all-around combos. It's quick, it's deadly, and it works in any situation. Ryo's recovery is also quick enough that he can launch a second combo or quickly dodge if need be.

Torrent Circle (X),(X),(X),(A)

This combo's useful in many situations. It opens with three quick punches and ends with a jumping roundhouse kick. It's great when facing several weak opponents, because the sweeping kick at the end may eliminate more than one person.

Torrent Open Troop (X),(X),→,(X),(A)

This is similar to the Torrent Turning Attack, but it finishes with a rising knee attack. It's still slow at the end, but the lunging motion of the final attack is quick and deadly.

Torrent Blockade Troop (X),(X),←,(A),(A),(A)

You open this combo with two punches and then go into three sweeping kicks. This can be tricky to perform when surrounded by enemies, because your character often shifts focus right before opening a move. However the three sweeping kicks at the end are perfect against multiple opponents.

Torrent Hip Comco (A),(A),(A)

A short three-kick combo such as this one can be powerful, but it's also easy to counter. The best time to use it is when you're fighting several opponents at once. Against weak opponents a single combo such as this can knock them all out in one swift attack.

Torrent Kick Attack (A),(X),(X),(X),(X),(X),(X)

The Torrent Kick Attack is a variation on the Torrent Combo. It's shorter by one attack and it opens with a kick rather than a punch. Overall it's still way too long to be very useful.

MINIGAMES

The minigames you can play in *Shenmue* are there for more than just your enjoyment. Getting a high score on many of these games will net you some collectibles. Each of the minigames is listed below with information to assist you in successfully completing them.

Most of these games cost money to play, and money is one thing you don't have an abundance of in *Shenmue*. However, if you're lucky enough to win home versions of some of these games, you can practice at home, then cash in on the goodies when you play for real at the arcade.

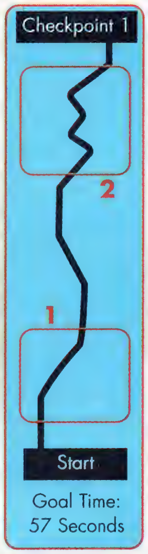
HANG ON

If you're in the mood for racing, head down to the You Arcade and try your hand at Hang-On. It costs 100 Yen to play and you only get one try.

Your goal is to make it through five intense stages to the end of the race, but the clock is working against you. As the game begins, you are allotted an amount of time to make it to the next stage. If you fail to get there before time runs out, the game is over. If you succeed, you'll get some bonus time added to whatever amount of time you had left over from the previous stage. This is the most important factor in making it to the end of the game. You need to have plenty of time left over at the end of every stage, because as the stages get harder you'll be given less bonus time to make it to the end.

If you score ten million points, you'll receive a miniature Hang-On collectible from the arcade manager. Beat the game and you'll get a certificate showing just how amazing you truly are. Here are some tips to help you out.

Stage One



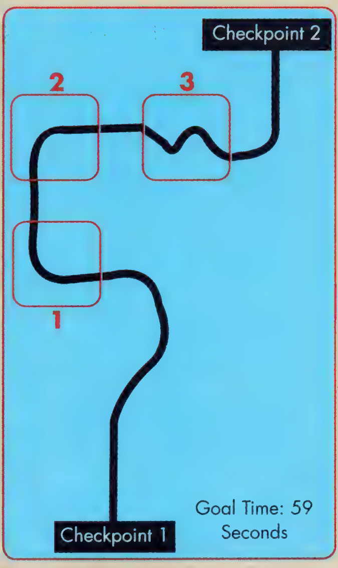
Problem Spot #1

The first couple of turns can mess players up pretty bad. Neither one is horrible, but adjusting to the fact you're playing a racing game can be tricky at first. Keep your foot on the gas and watch your opponents. They'll always take the outside of the first curve and inside of the second, so passing shouldn't be a problem.

Problem Spot #2

The end of the track presents several short curves. You can go through them at full speed, but you'll have to be careful of your opponents and act quickly or you'll go right off the road. If your reflexes are really good you should be able to buzz past your opponents, but if you're unsure, you should hold back and wait until you can get a clear shot.

Stage Two



Problem Spot #1

Be careful going into the third turn. There are often a lot of bikers in this area. Try to stick to the inside and keep the throttle down, but if you need to back off for moment, you shouldn't hesitate. Slowing down is preferable to wrecking.

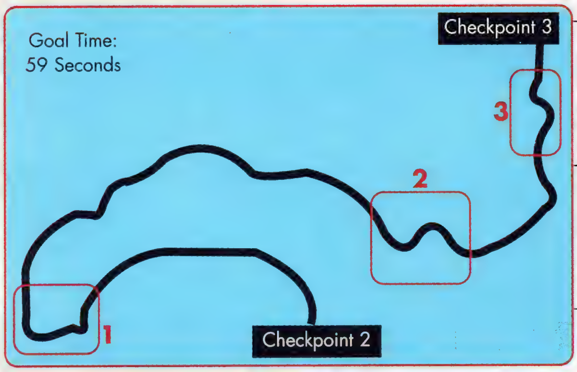
Problem Spot #2

The fourth turn can also be tricky. Look for your opponents to take the outside of the turn, so if you can stick to the inside you'll be in the clear.

Problem Spot #3

There are relatively few other bikes on this turn. As you approach the end of the course you'll hit a quick "S" curve. You can sneak through it, but watch out for the last turn. The road ahead is a sharp curve to the left. If you don't hit it right you'll go right off of the track.

Stage Three



Problem Spot #1

The third corner is super sharp. It isn't impossible to avoid skidding off the side of the track. If you hit the turn right you can sail through it since it's short.

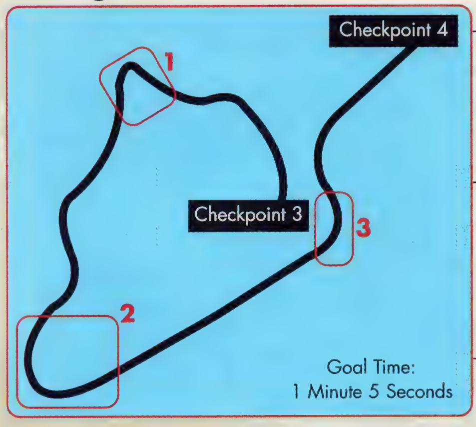
Problem Spot #2

The tenth corner is a sharp "S" curve. You can make it through without letting off of the gas, but it's not easy. Watch for enemies on the outside of the curve.

Problem Spot #3

The final curves are sharp—slow down a bit as you enter the second part and then accelerate out of it. You should be in good shape to reach the fourth stage.

Stage Four



Problem Spot #1

The third turn is tough. Slow down when you see a sign on the left and lean hard to that direction. Try not to lose too much speed as you come out of it.

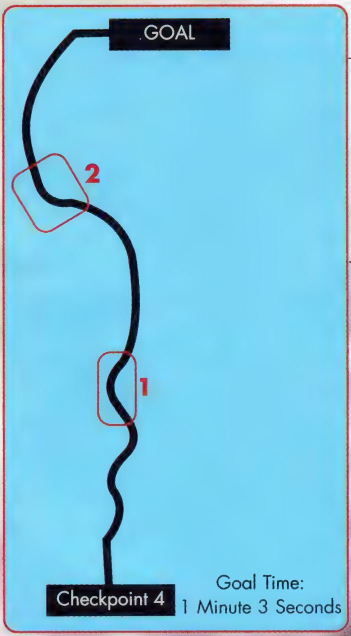
Problem Spot #2

This is sharp and long, so you'll have to be ready for it. There's no way to avoid slowing down. Be very careful. If you've made it this far you certainly don't want to lose it now.

Problem Spot #3

Look for a left curve sign as you approach this turn. That's your best warning. This is really sharp, so be ready. You may need to tap the brake.

Stage Five



Problem Spot #1

Your opponents will be on the inside of this turn, so you're forced to the outside. Be careful and slow down.

Problem Spot #2

This is your last big obstacle before the end. The corner approaches quickly—watch for signs indicating the turn is coming and reduce your speed before you reach it.

SPACE HARRIER

If you like shooters, *Space Harrier* is the game for you. You'll find it at the You Arcade in Dobuita. It only costs 100 Yen to play and you get three chances. Plus, you can earn extra chances by scoring points. There are eighteen stages to blast your way through, each with a boss at the end.

Space Harrier is an extremely fast-paced game. The scenery flies by as the hero runs and flies into danger. His only weapon is a powerful blaster capable of shooting down just about anything that's thrown his way. You need super fast reflexes to make it through this beast of a game.

It isn't necessary to blast everything you see. Sure you'll want to try and eliminate any enemies that appear on screen, but it isn't a huge deal if you miss. What's more important is your ability to dodge enemy bullets and things like trees and columns. If you ram an object you'll lose a chance. Some of these objects can be destroyed, but many of them cannot. So focus less on what you are destroying and work harder on just getting through the stages alive.

At the end of every stage you'll find a boss. Bosses have one or two weak points on their bodies. Most of the time you'll have to hit a boss in the head. Each time you hit a boss in the right spot, it will change color. There are some exceptions to this rule. For instance, the second boss simply needs to be hit once in the center and it's destroyed. Sounds easy, but it's really not.

You'll also find Bonus Stages periodically throughout the game. During these stages you must guide a flying creature so that you destroy as much of the scenery as possible. This is your chance to earn some major bonus points.

If you do well and score over ten million points, you'll win a miniature *Space Harrier* collectible. Beat the game and you'll get a certificate that you can show off to all of your friends.

QTE TITLE

Do you enjoy the QTE Battles? Are you having trouble with them? Either way, this game and Excite QTE2 are the games for you. Both of these games replicate *Shenmue*'s QTE Battle System and put your reflexes to the test. You'll find this game, QTE Title, at the You Arcade. It costs 100 Yen a game and you get three chances.

QTE Title plays like a boxing game. Three paddles corresponding to three buttons on your controller: ⊗, Ⓐ, and Ⓑ. Whenever a paddle(s) moves, you must immediately hit the corresponding button(s) on your controller. You must be quick, or you'll lose a chance. The paddles often move in combinations. When this happens you must hit the same buttons in the order that the paddles move. Sometimes two of the paddles even move at the same time, so be ready to hit difficult button combinations such as ⊗ and Ⓑ together.

If you're good enough, you can win a mini QTE Title collectible item from the arcade manager. All you need is a score of 300,000 points or more. It isn't easy, but we'll show you what you need to do to win.

Using the Chart

The chart below will help you work your way to an amazing score. Reading down, solitary buttons are single punches. Those marked in red must be hit in sequential order. Any buttons appearing inside of a box must be hit at the same time.

QTE TITLE Button Combinations

B	B	X	**X**	B	B	B	**B**	**B**	A	**X**	**A**	**B**	X
A	B	**A**	**B**	X	B	**X**	**A**	**A**	X	**B**	A	X	B
X	B	**B**	X	A	B	**A**	**X**	**X**	B	**A**	A	**B**	**B**
B	X	**X**	**B**	**A**	**B**	**X**	X	**B**	X	A	**A**	**X**	**X**
A	B	**A**	**A**	**B**	**X**	**B**	X	**X**	B	A	**B**	**B**	B
B	A	X	**B**	X	**A**	**X**	B	**B**	**B**	**X**	**X**	**A**	X
B	B	**X**	**A**	**A**	**B**	**B**	X	**X**	**A**	**B**	B	**X**	B
A	X	**A**	**A**	**B**	**X**	**B**	**X**	B	**X**	X	X	**B**	**A**
B	X	A	**B**	B	**B**	**A**	**B**	B	X	**B**	A	X	**B**
X	A	B	A	**X**	X	**B**	**B**	A	A	**X**	A	X	**X**
B	X	B	X	**A**	**X**	**X**	**A**	**A**	**B**	A	X	X	X
B	X	**A**	**B**	A	**A**	A	A	**X**	**X**	**A**	A	A	A
X	X	**B**	**A**	[X	**A**	**B**	X	A	**X**	**B**	B	A	**B**
B	B	X	**B**	A]	**X**	**A**	B	B	**A**	**B**	A	B	**A**
X	**A**	A	**A**	[B	**A**	**X**	B	X	**B**	**X**	X	A	**A**
A	**B**	B	**A**	A]	**B**	[X	[A	X	X	**A**	**A**	**A**	**X**
A	**X**	B	**B**	B	**A**	A]	X]	B	B	A	**X**	**X**	A
A	**A**	X	B	[B	**B**	X	X	X	**A**	**X**	B	**B**	B
A	B	A	B	A]	X	B	A	B	**B**	**B**	**A**	X	B
												B	X
													X

DARTS 7

The Darts 7 minigame can be played at the You Arcade or the Harbor Lounge. It costs 100 Yen a game and you get five darts. If you're good enough, you can win extra games by getting a score of 120 with your first five darts, and 240 with you second set of darts. The game is over after your third set no matter how much you score.

If you score 300 or more points, the arcade manager at You Arcade will give you the Mini Darts collectible as a prize. This isn't as easy as it sounds, but with practice you should be able to score 500 points or more with every game.

Playing the Game

Darts is all about timing. As Ryo prepares to throw, his hand appears in the foreground. The hand bobs up and down while moving from side to side. Your goal is to press Ⓐ at the right time so that the dart hits one of four high scoring areas on the board. Speed also counts in this game, because there is a time bonus. You have 10 seconds to throw the dart if you want bonus points, but you can wait as long as you like if you're trying to get a bulls-eye or better.

The big trick is in Ryo's hand movement. Throw your dart while Ryo's hand is steady or moving upward. This causes the dart to travel in a fairly straight path. Throwing a dart while the hand is moving downward causes the dart to drop as it travels through the air, so hitting a specific spot on the board is difficult. Also make sure his hand is directly in front of the 20-point row or the bulls-eye.

Four spots on the board earn you the most points. Obviously the two center rings are worth a lot. The green ring is worth 25 points and the red spot in the center (the bulls-eye) is worth 50 points. Both of these are great for building a high score, but there are two other outstanding targets.

Notice the 20-point row. At the very top is a red strip, which is part of a band that circles the entire target area. Hits in this area are worth twice the normal point value, so hitting this target in the 20-point row is worth 40 points. There's also a red and green ring in the middle of the board. The targets are worth three times the normal point value. If you can make this tough shot in the 20-point row you'll earn an amazing 60 points, which is even better than a bulls-eye. Don't kid yourself, these are very tough shots and missing can be disastrous to your score. If you miss the 40-point shot you may hit the black edge of the board, which is worth nothing. If you drift too far to either side you can end up with as little as one point.

NEO DARTS

Once you begin visiting Yokosuka Harbor, you can begin playing Neo Darts. You'll find a Neo Darts machine at the Harbor Lounge next to the Tomato Convenience Store.

Neo Darts is a bit different from the Darts 7 game. The board is laid out entirely differently and Ryo's hand movement has changed. Now you can score anywhere between 10 and 100 points with each dart, and you get five darts for 100 Yen. The maximum score you can possibly get is 500 points, as there aren't any double or triple value shots in this game and there's no bonus for throwing a dart quickly. There also isn't any kind of prize for a high score, so this is purely for your enjoyment.

Playing the Game

As mentioned before, Ryo's hand movement is very different in this game. It still moves side to side, but not to the degree it does in Darts 7. Also his hand isn't steady, it dips up and down, bending at the wrist rather than at the shoulder. So adjust your strategy accordingly.

Obviously you want to hit the center target, worth 100 points. Doing so isn't all that difficult if you can get a feel for the timing. Wait for the hand to bounce off of the right side. As it moves left, watch the motion in Ryo's wrist. You want the hand to dip just a bit before throwing the dart. The hand movement is pretty much always the same, so once you find the right timing it isn't difficult to hit the center target five times in a row.

BILLIARDS

Once you've completed the billiards challenge at the MJQ Jazz Bar, you can return there on later days and attempt to sink various shots around the table. After the initial meeting with the two guys playing pool there, you won't have to place a wager, so you can play as much as you like without risk.

You can try to sink four shots. Once you've gotten them all, you cycle back through the shots from the beginning. You'll impress your pool buddies if you make the shots, but it won't earn you any extra information.

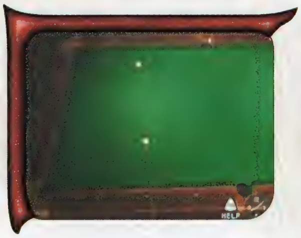
Shot 1

For this shot, aim to the right of the nine ball. Notice the bumps around the edge of the cue ball where the polygons meet. We'll use these to aim. Line up the first bump to the left of the cue ball's center with the edge of the nine ball. Then shift your aim a bit more to the right. The bump you were lining up with the edge of the nine ball should now be clearly visible and several centimeters away from the nine. This should sink the ball in the corner pocket.

Shot 2

This time we'll use the first bump on the cue ball's left side. Aim to the right of the nine so that the bump on the cue ball is just a little to the right of the edge of the nine. You should be able to easily sink the ball in the corner.

Shot 3



On this shot, aim for the corner closest to Ryo's body. Split the top bump on the cue ball on the right side of the nine again. Then shift your aim over to the right just a bit more. The ball should bank hard off the rail and into the corner pocket.

Shot 4

Aim so that the edge of the nine ball is evenly between the center bump and the first bump to the left. This should push the ball right into the corner.

Note

There are a lot of different ways to make these shots. Fool around a bit and try aiming for different pockets. You might just surprise yourself with an incredible shot.

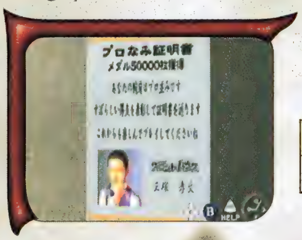
SLOTS

Those of you with a lust for the bright lights of Vegas may want to spend some time gambling in the Slot House. This local dive can be found on the back streets of Dobuita. Don't get your hopes up though—gambling for money is strictly prohibited, so you gamble for tokens. These tokens can only be used in slot machines, so you aren't increasing your cash flow when you hit the big jackpot.

The four types of slot machines are: 1 Bet, 5 Bet, 10 Bet, and 20 Bet. This refers to the number of tokens it costs to bet the minimum on the machine. You can win a lot more on a higher bet machine, but you may lose it all just as quickly.

You can win prizes other than tokens while playing the slots. If you slot three sevens of the same color, you win a collectible item. Depending on which machine you're using, you can win the following prizes:

1 Bet	Cherries
5 Bet	Mini Billiards
10 Bet	Mini Slot Machine
20 Bet	Mini Jukebox



You can also win prizes by collecting a certain number of tokens:

Matsuyama Certificate	10,000 tokens
Mitsuka Certificate	50,000 tokens

To win all of these prizes, you're either going to need a ton of money or a little help from the local fortuneteller. Go to Lapis and have the fortuneteller give you your lucky number by selecting the "Gamble" option. The number she gives you is the number of the slot machine you should use that day. It's bound to pay out eventually. Having your fortune told costs 300 Yen, but it's worth it if you plan to do a lot of gambling.

EXCITE QTE2

You'll find the Excite QTE2 machine inside the You Arcade in Dobuita. It costs 100 Yen a game and you get three chances. Your goal is to quickly hit the button on your controller corresponding to the one shown on screen. The faster you hit the button, the more points you earn. As the game progresses, the button combinations become lengthier and you have less time to react.

The game uses Ⓐ, Ⓑ, Ⓧ, Ⓨ, and the directional pad. So you'll have to use both hands to successfully complete this game. If you score more than 300,000 points, the manager of the You Arcade will give you a Mini Excite QTE2 collectible as a prize.

Using the Chart

The following chart gives you a big advantage in trying to achieve a high score. The button commands you'll see on screen are listed below in sequential order. Sometimes the game throws combinations at you where you have to quickly press two or more buttons in a row. These buttons are bracketed together. If you mess up and miss one, the game moves on to the next button or button combination in line. If you miss a combination, the game picks up with the next button even if it was part of that combination, so be prepared. Anticipation is key to high scores. Try to guess when the next button will appear on screen and hit the button or button combination immediately to maximize your score.

Beginner			Medium		Expert				
B	X	←	→	B	[↓]	[↓	X	↑	[→
A	B	↓	↓	↓	↑	←]	A	←	A]
X	[A	→	←	[→	↓	Y	[→	↑	→
[X	B]	←	↑	↓]	↓	Y	↑]	←	B
A]	[A	↓	←	↑	↑	B	B	X	X
B	A]	→	[↑	A	[↑	↑	↑	→	[←
X	B	↓	↑]	B	B]	A	Y	B	↑]
A	A	↑	→	↑	A	←	A	A	↓
B	A	[→	[→	B	B	[X	X	Y	A
B	A	→]	↓]	A	A	Y	→	B	↑
A	[B	↓	→	←	A	Y]	←	X	←
[A	B]	→	↓	A	B	Y	↓	→	↓
B]	A	↓	←	→	X	A	→	↑	↑
X	↓	↑	←	←	Y	↓	A	X	B
X	↓	→	↑	↓	Y	→	↑	↑	↑
B	←	←	←	A	Y	→	↓	X	A
X	←	↑	B	[←]	A	↓	↓	[Y]	→

JUKEBOX

Are you in the mood for some music? When you're hanging out at the You Arcade, Heartbeats, the Harbor Lounge, Alpha Trading Office, or the Bar Linda you can use the jukebox to listen to one of your favorite tunes. The jukeboxes cost 100 Yen for one song. When you choose a tune, it plays until you pick another song, leave the area, or begin playing a game that has background music. Here are the play lists:

You Arcade

Magical Sound Shower
Hang On Main Theme
Space Harrier Main Theme
Final Take Off
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

Heartbeats

Heart Beats
Hip De Hop
Go! Go!
Like a Feeling
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

Harbor Lounge

Strong
Destiny
Harbor Bar
Harbor Beats
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

Alpha Trading Office

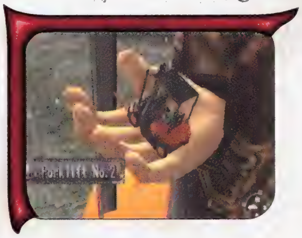
NaNa	Flower Girl
GLYFADA	Dandy Old Man
Y.A.D.A.	Liquor
Linda	Boz Nov
Antiquity Tree	MJQ

Bar Linda

Feel Tired Song	Flower Girl
Spider	Dandy Old Man
Yokosuka Blues	Liquor
Be-witch	Boz Nov
Antiquity Tree	MJQ

FORKLIFT RACE

One of the best parts about working at the harbor is the daily forklift race. This pits you against four other forklift drivers in a three-lap race around the harbor. You have a definite speed advantage over most of your opponents, but they've been driving longer and they don't make mistakes. In a bumper-to-bumper battle they also have an advantage, because they almost always push you out of the way. You don't get much time to practice because your job only lasts for five days, but you should still be able to win the race with a little patience and practice.



You can win five prizes. Each is a miniature forklift with a number on the side corresponding to your finishing position. Because you only have five tries, you must finish in a different place every day if you want to collect them all. Generally it's a good idea to go for first place right away because it's the hardest to win.

The Course

The makeshift track goes around the perimeter of the harbor. There are plenty of straightaways for passing, but also some tricky corners. Most of the track is pretty narrow, which makes it tough going into some of the corners. Just do your best not to bump the walls. Bumping a wall almost always brings your forklift to a complete stop. Be ready to quickly back up and straighten yourself out if you get stuck.

Cornering can be tricky. Begin turning a little early to easily breeze through the tighter turns. If you need to, you can let off the gas momentarily to sharpen your turn, but try to avoid doing so whenever possible. A great way to pass opponents is to take the inside route in a curve. This allows you to quickly speed past your opponents. Be careful where you try this. Really tight turns, such as behind the Harbor Cafeteria, aren't a good place to pass because there isn't enough room for two forklifts.

Problem Spot #1

The area behind the Harbor Lounge and Harbor Cafeteria is a nasty spot. You have three quick turns and there are a lot of obstacles around for you to bump into. Turn early into each of the turns and you should be able to slip through easily. This spot takes a lot of practice, but if you practice it while you're working it shouldn't take you long to get the timing down.

Problem Spot #2

This turn isn't hard to handle if you're ready for it. If you go through it too wide, you'll end up hitting the crates stacked along the wall. You can make things easier if you cut between the crates on the left and the pole. It straightens the curve out a bit and makes it extremely easy to pass an opponent.

WORKING AT THE HARBOR

Eventually Ryo has to take a job as a forklift driver at New Yokosuka Harbor. For five days he'll have to haul crates around the harbor. The number of crates he moves will determine how much he's paid at the end of the day. Here's some information to help you make the most of it.

Quick Tips

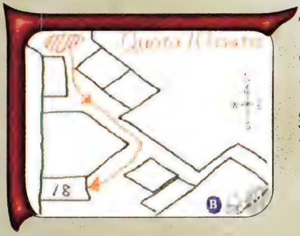
Don't worry too much about how you place crates. You don't want to place them so poorly that you can't stack other crates around them, but they don't have to be perfectly placed in the grid on the floor. Just try to place crates as quickly and as neatly as possible without nitpicking too much.

When you pick up a crate, keep in mind whether the next crate you'll be picking up is on the ground or stacked on another crate. That way you can adjust the height of your forks before you get back to the crates. Doing so will save you a little bit of time.

Drive in the first-person perspective. Otherwise the crates you carry will block your view, increasing the odds that you'll bump into something small like a cat or a dog and lose precious moments.

First Full Day

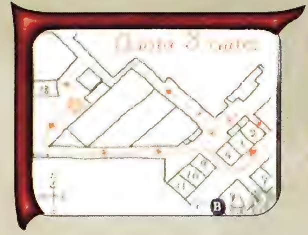
Pickup:	Near Old Warehouse District Entrance
Destination:	Warehouse #18
Quota:	10 Crates



This is simple. The pickup and drop-off points are very close by and traffic is minimal. There's only one route to follow, so don't even have to decide which way to get there. You should be able to take all the crates to the warehouse without any problems.

Second Full Day

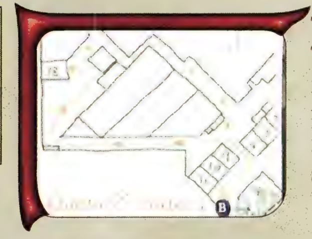
Now you have two options on how to get to and from the crates to the warehouse. Going around behind the Harbor Lounge is shorter and can be faster, but there's a draw back. The waterfront is tighter and a lot of people walk around it, so even though it could potentially be faster, you might get stuck. You'll have to decide for yourself which way you like best.



Pickup:	Outside Harbor Cafeteria
Destination:	Warehouse #3
Quota:	8 Crates

Third Full Day

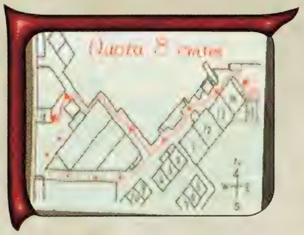
Pickup:	In front of Warehouse #11
Destination:	Warehouse #18
Quota:	8 Crates



This is basically just the opposite of the previous day. Think hard about using the waterfront path to and from your destination. If you're getting good at that part of the track in the morning races it's worth the risk. Just keep an eye on traffic around the area. If you see a bunch of people heading that way as you pass by, go the other route to give them time to clear out.

Fourth Full Day

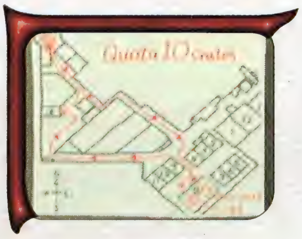
This is a seriously long haul. You definitely want to use the waterfront this time. It'll take about thirty minutes round trip, but it's better than the alternative.



Pickup:	In front of Warehouse #15
Destination:	Warehouse #18
Quota:	8 Crates

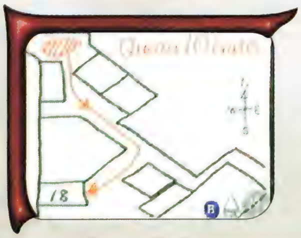
Fifth Full Day

Pickup #1:	Near Old Warehouse District
Drop-Off #1:	Warehouse #8
Pickup #2:	Warehouse #8
Drop-Off #2:	Warehouse #18
Quota:	10 Crates

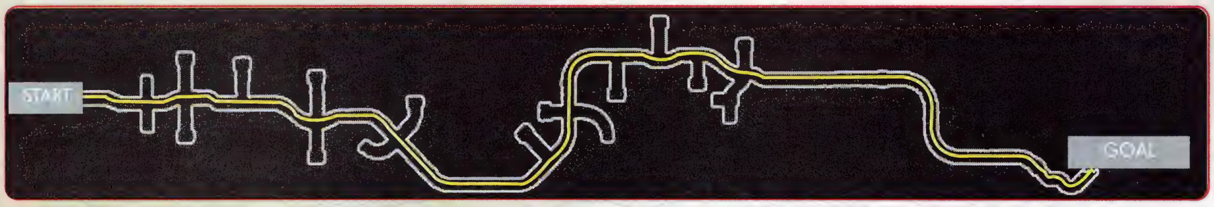


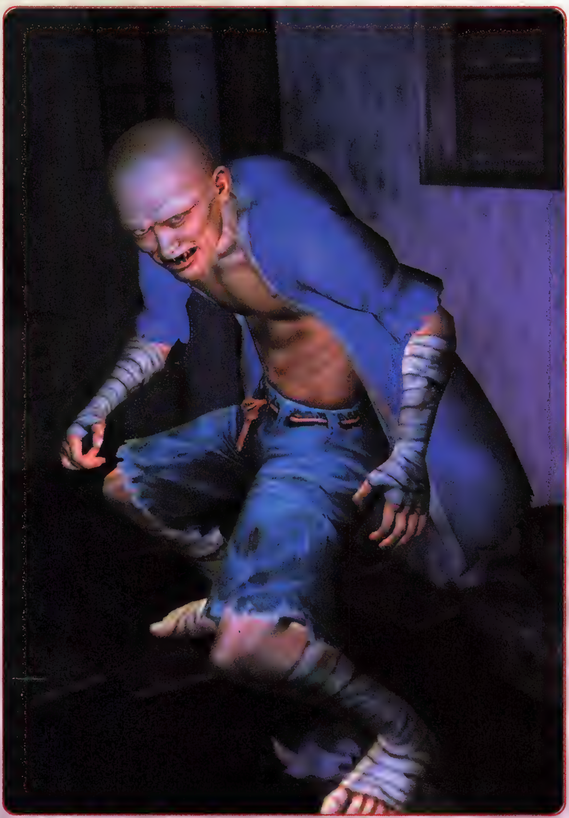
Now things get tricky. You have to take crates from one area to another and then pickup crates in that area and bring them back near your starting area. The trick here is just to not get confused. Don't forget to pick up a crate from both areas and don't forget where they go.

BIKE RACE



Hopefully you've been playing a lot of *Hang-On* in your free time. Your experiences with that game will help a lot with this race to the harbor. The bike in this race handles about the same as the one in the game. Here's a map of the course to help you out. Just take it easy in the turns and you shouldn't have any trouble getting to your goal on time.



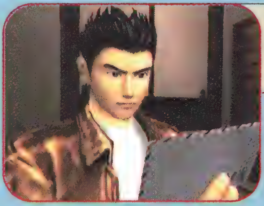


ITEMS

Almost 600 items can be found, purchased, or won in *Shenmue*. We have listed all of these items below, first by type, and then by location. Many are very difficult to get, and though you may not find or win all of them, it's fun to try. Refer back to this section whenever you acquire a new item to learn its purpose.

FOUND ITEMS

Be sure to explore every area. You never know when you might stumble across an interesting trinket or something important that may allow you access to exciting new areas. What follows are all the items that you can find or that are given to you during your adventure.

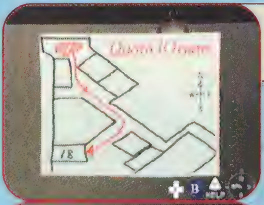


Item: Father's Letter
Location: Hazuki Garden

Ine gives you this letter. It is in Chinese, so ask Xia to read it for you. You can find her in the Russiya China Shop.

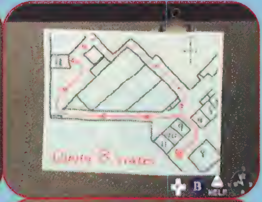
Item: Father's Picture
Location: Hazuki Basement

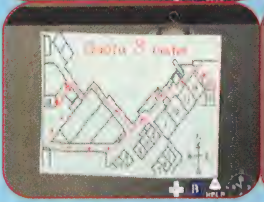
Find this picture of Ryo's father and a friend inside a red box in the basement. If you don't find it on your own, Fukuhara brings it to you.

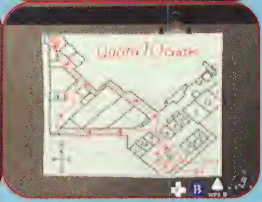


Item: Maps 1-5
Location: New Yokosuka Harbor

When you start your part-time job at the harbor, you are given a map that shows your quotas for the current day and the possible routes to your destination(s).





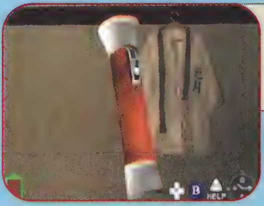


Item: Race Course Map
Location: New Yokosuka Harbor

Each morning, before starting work, all of the forklift drivers participate in a morning warm-up race. The course is always the same, so study this map.

Item: Maps 1 and 2
Location: Old Warehouse District

This map shows the area around old Warehouse #8. Talk to the homeless man and arrows showing the paths of the guards are added to the map. This is helpful in the event that you are caught trying to enter Warehouse #8.

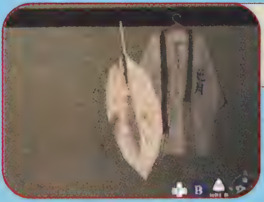


Item: Flashlight
Location: Hazuki House Entryway/Tomato Convenience Stores

Look for the Flashlight in the cabinet below the telephone. You can also buy one at the Tomato Convenience Store in Dobuita for 500 Yen. The Flashlight illuminates dark areas such as the basement under the Hazuki Family's Dojo.

Item: Sword Guard
Location: Bunkado Antiques

Use the Sword Guard in the Hazuki Family's Dojo to open the secret door that leads to the basement. You can't pick up the Sword Guard from the antique shop until you're told to do so.



Item: White Leaf
Location: Hazuki Basement

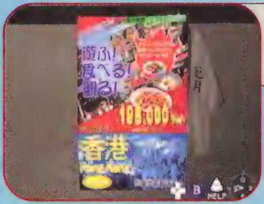
Find the White Leaf stuck in a book in the Hazuki's basement.

Item: Phoenix Mirror
Location: Hazuki Basement

Iwao hid the Phoenix Mirror inside a secret compartment in the Hazuki's basement. Find the secret compartment and break it open with an axe.

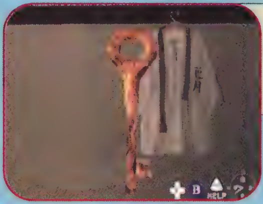
Item: Bargain Tour Pamphlet
Location: Asia Travel Company

When you need passage to Hong Kong, go to the Asia Travel Company and receive this pamphlet.



Item: Hong Kong Travel Brochure
Location: World Travel Agency

When you're looking for passage to Hong Kong, talk to the clerk at the World Travel Agency and he gives you this brochure.

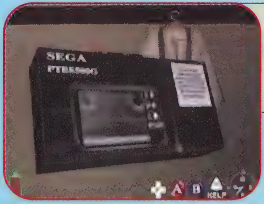


Item: Mysterious Key
Location: Iwao's Room (Hazuki House)

The key is in a desk drawer in Iwao's room. Use it to open the long wooden box found in the dojo.

OTHER ITEMS

Though some items can be found around the Hazuki Family's Dojo, many of these items may need to be purchased. Ryo's allowance isn't large, so don't squander your money. Try to find these items around the house before you buy them from the store.

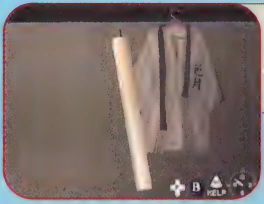


Item: Mini Radio Cassette Player
Location: Ryo's Desk Drawer (Hazuki House)/Tomato Convenience Stores

Find the Mini Radio Cassette Player in Ryo's desk and use it to play the Cassettes Ryo finds or purchases at the Tomato Convenience Stores.

Item: Light Bulb
Location: Tomato Convenience Stores

Screw the Light Bulb into the basement ceiling light to illuminate the room without having to use the Flashlight or a Candle. Buy Light Bulbs at the Tomato Convenience Stores for 90 Yen.



Item: Candle
Location: Altar Room (Hazuki House)/Tomato Convenience Stores

Candles can also illuminate the Hazuki's basement. Use Matches to light Candles and place them in the candleholders around the room. If you need more Candles, buy them at the Tomato Convenience Stores for 150 Yen.

Item: Matches
Location: Altar Room (Hazuki House)/Tomato Convenience Stores

Find a box of Matches near the family altar or in the basement at the Hazuki House, or buy them at a Tomato Convenience Store for 50 Yen.

Item: C Size Batteries
Location: Hazuki House/Tomato Convenience Stores

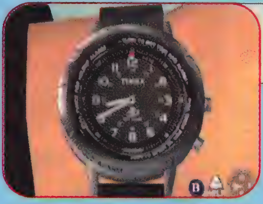
Find these inside the Hazuki's house or purchase them at a Tomato Convenience Store for 150 Yen. Use them to recharge a dead Flashlight.

Item: AA Size Batteries
Location: Tomato Convenience Stores

Unfortunately you can't find these lying around the Hazuki's home. They power your Cassette Player, so if it dies on you, purchase some of these batteries at a Tomato Convenience Store for 150 Yen.

Item: Winning Can
Location: Vending Machines

You have a one-in-four chance of getting a Winning Can when you purchase a soft drink from a vending machine. If you get one, you can either give it to a clerk at a Tomato Convenience Store for a chance at the *Shenmue* Lottery, or save it to swap for character data from the Passport Disc's *Shenmue* Collection.



Item: Watch
Location: Ryo's Wrist

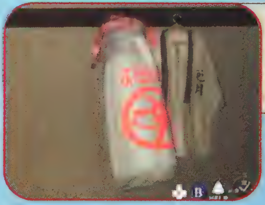
Ryo has his watch at the beginning of the game. Use it to check the time while waiting for a shop to open or to get to an appointment on time.

FOOD ITEMS

Food sold or found in *Shenmue* isn't just for snacking—some food items are used to further a goal or help out a friend in need. Most items can be purchased at either Tomato Convenience Store, but don't overlook the food in Ryo's own kitchen.

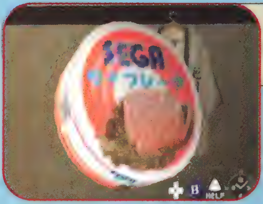
Item: Dried Fish
Location: Hazuki House/Tomato Convenience Stores

Feed the Dried Fish to the kitten at the Yamanose Shrine the second time you see it. Dried Fish cost 300 Yen at the Tomato Convenience Stores.



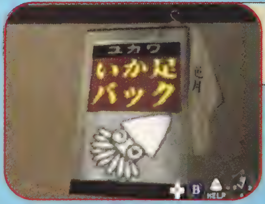
Item: Milk
Location: Hazuki House/Tomato Convenience Stores

You can purchase Milk at the Tomato Convenience Stores for 100 Yen. Feed the Milk to the kitten at the Yamanose Shrine the second time you see it.



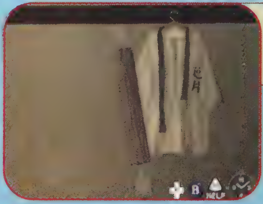
Item: Canned Tuna
Location: Abe Store

The Canned Tuna can also be fed to the kitten at the Yamanose Shrine, though it is expensive (180 Yen), and Ryo's cash is usually limited.



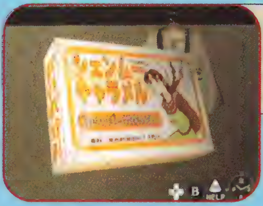
Item: Squid Legs
Location: Tomato Convenience Store

Purchase Squid Legs at the Abe Store for 90 Yen. This is a less expensive way to feed the kitten at the Yamanose Shrine.



Item: Salami
Location: Abe Store

Three pieces of Salami come in a 90-Yen package. This too can be fed to the kitten at the Yamanose Shrine.

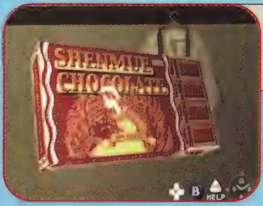


Item: Caramel
Location: Tomato Convenience Stores and Abe Store

When you buy *Shenmue* Brand Caramel for 120 Yen from either a Tomato Convenience Store or Abe Store, you get to take part in the *Shenmue* Lottery.

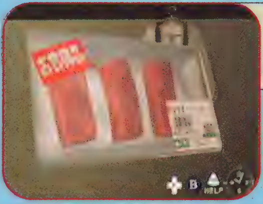
Item: Potato Chips
Location: Tomato Convenience Stores

When you buy *Shenmue* Brand Potato Chips from a Tomato Convenience Store for 120 Yen, you get to take part in the *Shenmue* Lottery



Item: Chocolate
Location: Tomato Convenience Stores

When you buy *Shenmue* Brand Chocolate from a Tomato Convenience Store for 120 Yen, you get to take part in the *Shenmue* Lottery.



Item: Sliced Fish
Location: Tomato Convenience Stores

Though you can feed this to the kitten at the Yamanose Shrine, it costs 500 Yen per package, so it is very expensive and not recommended.

PICTURES

Some pictures are a way of remembering good times with friends and family, but others may truly be worth a thousand words.

Item: Friends
Location: Hazuki's House

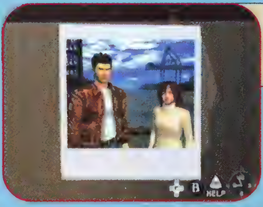
Find this picture of Ryo, Sakurada, Ito, and Nozomi in Ryo's desk drawer.

Item: Hazuki House
Location: Hazuki House

Find this picture of Ryo, his father Iwao, Fuku, and Ine in a box in Ine's room next to her mirror.

Item: Nozomi
Location: Harbor

Tajima took this picture of Nozomi and Ryo standing next to each other on a clear day.



Item: Nozomi
Location: Harbor

Tajima took this picture of Nozomi and Ryo standing apart from each other on a clear day.

Item: Nozomi
Location: Harbor

Tajima took this picture of Nozomi and Ryo standing next to each other on a cloudy day.

Item: Nozomi
Location: Harbor

Tajima took this picture of Nozomi and Ryo standing apart from each other on a cloudy day

Item: Nozomi
Location: Harbor

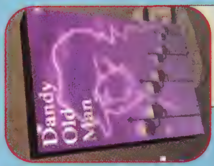
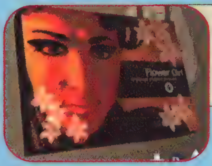
Tajima took this picture of Nozomi and Ryo standing next to each other on a snowy day.

Item: Nozomi
Location: Harbor

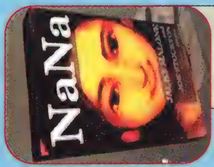
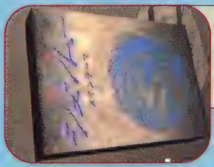
Tajima took this picture of Nozomi and Ryo standing apart from each other on a snowy day.

CASSETTE TAPES

Each Cassette contains one song. Play the Cassettes in Ryo's Mini Radio Cassette Player. Don't forget that you need Batteries for the player to work. The Cassettes are sold at either Tomato Convenience Store in rotation. Each Cassette is sold for a week before being replaced with another Cassette. The music is great and can be enjoyed at any time. The Cassettes for sale are listed below by location. The dates each Cassette is on sale are also listed.

	Dates Available at Dobuita	Dates Availabe at Harbor		Dates Available at Dobuita	Dates Availabe at Harbor		Dates Available at Dobuita	Dates Availabe at Harbor
	12/03 to 03/30	12/13 to 04/03		12/13 to 04/03	12/06 to 03/27		12/27 to 04/14	12/20 to 04/10
	12/13 to 04/03	12/20 to 04/10		12/06 to 03/27	12/03 to 03/20		12/03 to 03/20	12/27 to 04/14
	12/13 to 04/03	12/06 to 03/27		12/06 to 03/27	12/20 to 04/10		12/20 to 04/10	12/20 to 04/10
	12/13 to 04/03	12/20 to 04/10		12/03 to 03/20	12/13 to 04/03		—	12/13 to 04/03

CASSETTES CONTINUED

	Dates Available at Dobuita	Dates Availabe at Harbor		Dates Available at Dobuita	Dates Availabe at Harbor		Dates Available at Dobuita	Dates Availabe at Harbor
	12/06 to 03/27	—		12/20 to 04/10	12/03 to 03/20		—	12/06 to 03/27
	12/06 to 03/27	12/03 to 03/20		—	Found in Ryo's Room		12/27 to 04/14	12/27 to 04/14
	12/03 to 03/20	12/27 to 04/14		—	Found in Ryo's Room		12/27 to 04/14	12/27 to 04/14
	12/13 to 04/03	12/06 to 03/27		12/27 to 04/14	12/03 to 03/20			

PRIZES

There are several ways to acquire prizes in *Shenmue*. Many can be purchased from a Gacha Gacha machine, while others can be obtained only after winning certain mini-games. All prizes are listed below. Some of these can be very tough or expensive to get, but try to collect them all.

Abe Store

The *Virtua Fighter* and Waku Waku (*Excited Sega World (Green)*) series can be collected from the Gacha Gacha machine at the Abe Store. The *Waku Waku* collection has fewer variations and is therefore easier to collect.

Virtua Fighter Figurines (Machine#1)

Beautifully detailed, these collectibles include all of your favorites from Sega's *Virtua Fighter* game.

Akira 1, Akira 2, Jacky 1, Jacky 2, Jeffrey 1, Jeffrey 2, Lau 1, Lau 2, Wooden Man

Pai 1, Pai 2, Sarah 1, Sarah 2, Kage 1, Kage 2, Wolf 1, Wolf 2

Waku Waku Sonic the Hedgehog Figures (Machine#3)

The extremely popular characters from Sega's *Sonic the Hedgehog* game can also be collected from the Gacha Gacha machines.

Sonic 1 · Sonic 2 · Knuckles · Tails · Eggman · Espio · Amy · Bark · Bean

Fang · Chao & Pian · Ristar

You Arcade (Front)

Two series can be found in the Gacha Gacha machines in front of the You Arcade. Some of these items are very rare. The series found in this machine are the *Virtua Fighter Kids* and the *Sega World (Red)* series.

Virtua Fighter Kids (Machine#2)

These adorable collectibles are as detailed and beautiful as their older counterparts.

Kids Akira 1 · Kids Akira 2 · Kids Dural 1 · Kids Dural 2 · Kids Jacky 1 · Kids Jacky 2 · Kids Jeffrey 1 · Kids Jeffrey 2 · Kids Lau 1

Kids Lau 2 · Kids Lion 1 · Kids Lion 2 · Kids Pai 1 · Kids Pai 2 · Kids Sarah 1 · Kids Sarah 2 · Kids Wolf 1 · Kids Wolf 2

Kids Kage 1 · Kids Kage 2 · Kids Shun Di 1 · Kids Shun Di 2

You Arcade and Harbor Lounge

This Waku Waku machine can be found at both the You Arcade and the Harbor Lounge.

Waku Waku /Excited Sega World (Red) (Machine#4)

More famous Sega characters to collect can be found in this machine.

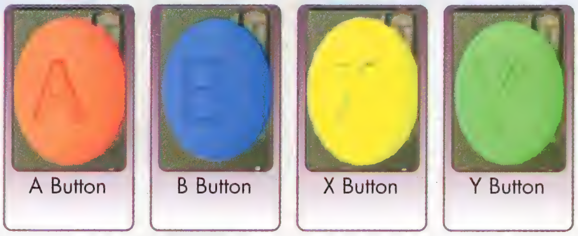
Aida II · Alex Kidd · Chicken Leg · Dreamcasko · Hornet · Gear-O · Jet Opa Opa · NiGHTS 1 · NiGHTS 2

Coba Beach · Megadra Brother · Myau · Mobo · Opa Opa · Poppors · Robo · Ruber

Waku Waku /Excited Sega World (Red) (Machine#4) Cont.

QTE Buttons (Machine#2 and Machine#4)

Look no farther! You might win one of the QTE buttons from these machines.



Harbor Lounge

There is a new machine with items you haven't seen before at the Harbor Lounge. Take time to collect as many as you can.

Vehicles (Machine#5)

Straight from *Hang On* and *Shenmue*, many different types of vehicles can be collected from this machine.

Port-Related Items (Machine#6)

An interesting series that can only be collected from Gacha Gacha Machine #6, these items all relate to life at the port.

All Gacha Gacha Machines

While you're trying to complete those coveted collections, many times you win basic items that can be found in any of the Gacha Gacha machines in *Shenmue*.

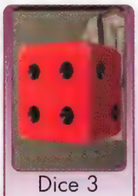
Binsbein 1

Binsbein 2

Binsbein 3

Dice 1

Dice 2


Dice 3

Heavy Bomb 1

Heavy Bomb 2

Heavy Bomb 3

Super-Ball 1

Super-Ball 2

Super-Ball 3

SHENMUE LOTTERY

Purchasing *Shenmue* products and Cassettes from a store affords you a chance to win very rare items in the *Shenmue* Lottery. Every location offering a lottery has different items that can be won. The odds of winning are extremely low for the top prizes and could become a costly endeavor. The odds for winning are as follows:

Top Prize	1/400	Second Prize	1/50	Fourth Prize	1/8
First Prize	1/100	Third Prize	1/10	Fifth Prize	1/5

Abe Store

To collect the complete set of Gacha prizes, you have to win the top prize at Abe Store. Below is a listing of the prizes you may win.

Top Prize: Dural Gold

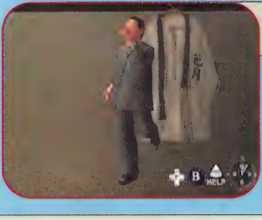
From *Virtua Fighter*, this gold Dural figure is certainly worth the risk, though the odds are definitely against you.

First Prize: Dural Silver

Your odds of winning the Dural Silver figure are four times better than winning the gold version.

Second Prize: Director (Yukawa)

A character from the Sega series on TVCM, the director wears a Happi Coat.



Third Prize: Director (Yukawa)

This figure looks like the second prize, but it's wearing a suit.

Fourth Prizes

Any true collector should have this unique collection of Gacha figures and other items.

R-360

Space Harrier

Rent-a-Hero

Bonanza Brothers

Dobuita's Tomato Convenience Store

You can use all of the prizes you can win at the Tomato Convenience Store in Dobuita. Included in the prizes are Cassette Tapes not for sale anywhere!

First Prize: Radio Cassette Player

If you win the Radio-Cassette Player, you'll have a cool new stereo to listen to Cassette Tapes. It's automatically placed in Ryo's room. You can only have one stereo, so even if you win two there will only be one in Ryo's room.

Second Prize: Sega Saturn Software

You could win either *Space Harrier* or *Hang On* to play on Ryo's Sega Saturn in the Hazuki's living room. If you win either prize, you can play whenever you want. Practice these games at home, perfecting your skills, and then play these games at the You Arcade to win prizes.

Third Prize: Cassette Tapes Not for Sale

Fourth Prize: Rare Gacha Gacha Items

Though similar to other items found in some Gacha Gacha machines, these are very rare.

B B Ultra

Food Car

Metal Sonic

Super Sonic

Harbor's Tomato Convenience Store

The top prizes you can win at the Harbor Lounge Tomato Convenience Store are the same as the prizes you can win at the Dobuita Branch. However, the Gacha Gacha fourth prizes are different.

Fourth Prize: Rare Gacha Gacha Items

Crane

Ferry

Fork Lift (Blue)

Fork Lift (Red)

MINIGAME PRIZES

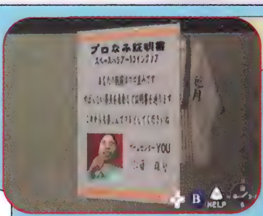
There are many minigames you can play in *Shenmue*, though most of them require money. Each of the prizes you can win is listed below. Refer to the Minigames section of this guide for winning strategies on all of these games.

Arcade Games

You play five different arcade games in the You Arcade. There are several ways to win prizes at each of these machines. These games cost money, and with a limited budget, you need to perfect your skills quickly, or you might miss out on grabbing one of those great collectibles.

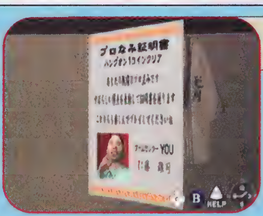
Win the Game with Only One Coin

If you can win either *Space Harrier* or *Hang On* with only one coin, you win a prize. These games are extremely difficult to beat with only one coin, and they require a lot of practice. If you win the Sega Saturn version of the games through the lottery, you can practice at home, then take your winning strategies to the arcade.



***Space Harrier* Certificate**

Win *Space Harrier* with only one coin to receive a certificate with "Pro-Level" written on it and Mr. Nito's smiling face.

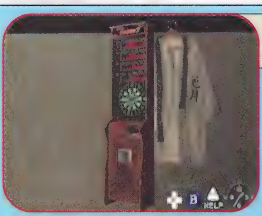


***Hang On* Certificate**

This certificate is similar to the *Space Harrier* certificate. It has "Pro-Level" written on it and, again, a smiling picture of Mr. Nito.

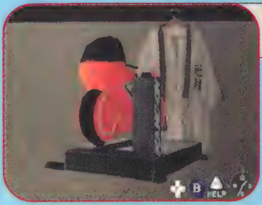
High Score

Receive miniature versions of these games if you get the high score, which is a little easier than beating a game with one coin.



Prize: Mini Darts Board

Score more than 300 points to win this collectible. It looks just like the dartboard you played to win it.



Prize: Mini *Hang On*

Score more than 10 million points to net this Mini *Hang On* collectible.

Prize: Mini Excite QTE

Score more than 300,000 points in this tough game to win this Mini Excite QTE collectible. Be sure to rotate the item and check out the back.

Prize: Mini QTE Title

A little easier to achieve, this prize takes more than 300,000 points to win.

Prize: *Space Harrier*

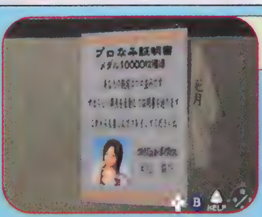
You need more than 10 million points to get this super-tough-to-get, but super-cool-to-own, collectible.

Slot Machines

There are three types of slot machines in the Slot House, and two ways to win prizes. You can either rack up a certain number of coins to win a certificate, or slot three sevens of the same color to win a collectible item. Mr. Matsuyama keeps your coins each time you leave the Slot House.

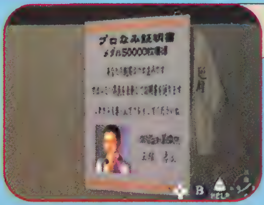
Winning Coins

If you're on a winning streak and can save up a lot of coins, you can win either of these prizes in the slot machines. You can improve your chances by getting your lucky number from the Lapis Fortune Teller.



Matsuyama Certificate

Win more than 10,000 coins to receive the Matsuyama Certificate. This certificate shows Ms. Matsuyama's face in the corner.



Mitsuka Certificate

Though it's almost inconceivable, it is possible to win more than 50,000 coins to receive the Mitsuka Certificate. On this prize, you see Mr. Mitsuka's face in the corner. Be sure to visit the fortune teller to find out your lucky number if you're serious about getting this prize.

Three Sevens

By slotting three sevens, all of the same color, you can win these cool collectibles. All of these prizes are rare and valuable and can be traded in the "Everyone's Space" section of the *Shenmue* Passport Disc. This is the only way you can get an animal collectible. Learn more about the *Shenmue* Passport Disc later in this guide.

Cherries

If you get three sevens, either red or green, on a one-coin machine, you win this fruity collectible.

Mini Billiards

Bet on a five-coin machine and win to get the Mini Billiards collectible.

Prize: Mini Slot Machine

Bet on a 10-coin machine and win to get the Mini Slot Machine.

Prize: Mini Jukebox

Bet on a 20-coin machine to win the Mini Juke Box.

Forklift Race

When you take a part-time job at the port, your job is to drive the forklift. Each morning, before starting work, the crew engages in a forklift race. There are five places for each race. Because your part-time job only lasts for five days, you need to hone your forklift driving skills quickly to collect them all. All of the prizes look exactly the same except for the number painted on them. All are very cool with superb detail.

First Place: Forklift #1

Second Place: Forklift #2

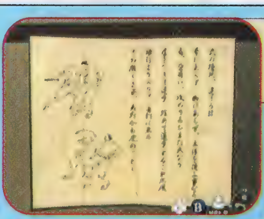
Third Place: Forklift #3

Fourth Place: Forklift #4

Fifth Place: Forklift #5

TECHNIQUE SCROLLS

In addition to learning cool moves from different people you meet in your travels in *Shenmue*, you can find Technique Scrolls. Practice these moves to perfect your skills. You need to win many battles to continue your quest, so the sooner you learn and practice these moves, the better your chances for success. All of these moves and many more are covered in the Fighting chapter.



Scroll: Tiger Storm
Location: Bunkado Antiques

Buy this scroll at the antique shop for 2,000 Yen.

Scroll: Twin Shallow Leap
Location: Bunkado Antiques

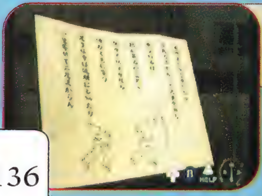
Buy this scroll at the antique shop for 1,000 Yen.

Scroll: Mud Spider
Location: Bunkado Antiques

Buy this scroll at the antique shop for 1,000 Yen.

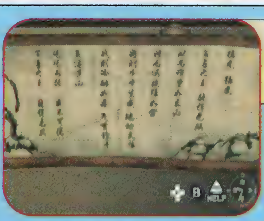
Scroll: Arm Break Fire
Location: Bunkado Antiques

Buy this scroll at the antique shop for 3,000 Yen.



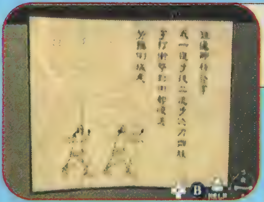
Scroll: Rising Flash
Location: Bunkado Antiques

For a mere 500 Yen you can purchase this scroll at the antique shop.



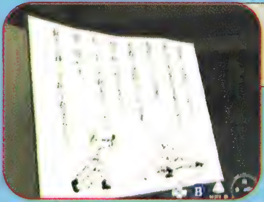
Scroll: Mysterious Scroll
Location: Hazuki House

Look behind a picture in the Hazuki Dojo to find this scroll. It's written in Chinese, so you can't learn a move from it.



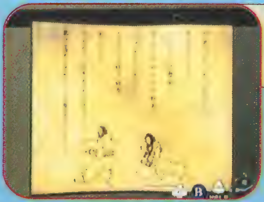
Scroll: Stab Armor
Location: Hazuki House

Find this scroll on a shelf in the basement of the Hazuki house.



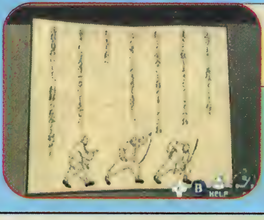
Scroll: Crawl Cyclone
Location: Bunkado Antiques

Purchase the Crawl Cyclone scroll for only 1,500 Yen.



Scroll: Shadow Reaper
Location: Hazuki House

In Fukuhara's room, check out the desk to find this scroll.



Scroll: Twin Blades
Location: Hazuki House

Find this scroll in a box on the veranda

PASSPORT ITEMS

To get all of the *Shenmue* Collectibles, visit *Shenmue* Online with your *Shenmue* Passport Disc. You can exchange Slot Machine and Winning Can prizes for items at the "Everyone's Space" area. You have to get three sevens 17 times to trade for all of the animals in the "Everyone's Space" area.

Mini Juke Box Trades

You can only trade the Mini Juke Box for the goat, and you can only win the Mini Juke Box if you place a 20-coin bet and win.

Prize: Mary

Mini Slot Machine

You can trade the Mini Slot Machine for two different animal collectibles. You have to win six five-coin bets to trade for these fine figures.

Prize: Black Kitten (Kuro)

Prize: Tiger Kitten (Tora)

Mini Billiards

If you are willing to part with the Mini Billiards Machine, you can trade it for six different animal collectibles.

Prize: Pochi

Prize: Philips

Prize: Pyonta

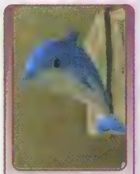
Prize: Kelly

Prize: John

Prize: Robins

Cherries

The animals you can trade the Cherries for are very rare and difficult to collect. You have to win Cherries eight times to collect the entire set.


Prize: Big Philip

Prize: Big Robin

Prize: Chip

Prize: Little Philip

Prize: Little Robin

Prize: Pip

Prize: Pop

Prize: Rap

WINNING CANS

Whenever you buy a can of soda from one of the soda machines, you have a one-in-four chance of getting a Winning Can. Using your *Shenmue* Passport, you can trade these Winning Cans for character data you can download from the Passport site. The character data shows each character you have encountered while playing *Shenmue*. Data on five of the characters can be downloaded without a Winning Can.

PASSPORT DISC

Before you enter the online world of *Shenmue*, take some time to check out the other great features on the Passport Disc.

SETTING UP

With the Browser CD inserted, start up your Dreamcast and follow the directions to turn your Dreamcast machine into an internet-accessing tool.

Once you have set up your user ID, exit the browser and insert *Shenmue*'s Disc 4 into the Dreamcast. From this point, you have four options. Explore and enjoy to your heart's content. Sega has provided myriad choices for both the ears and the eyes.

INFORMATION

Click on Information to hear seven different *Shenmue* characters provide explanations of various game features. When you enter the Information Sub-Menu, use ⇦ or ⇨ to select a character with their chosen topic.

Below is a listing of the *Shenmue* characters available on the Information Sub-Menu and their chosen topics of discussion.

Ryo	Battle System	Xiu Ying	Game System
Nozomi	Minigames	Chai	QTE
Oishi	Magic Weather	Sha Hua	Prologue
Mark	Money		

THEATER

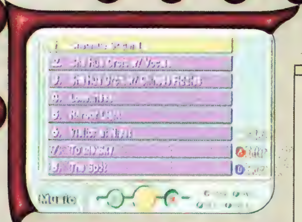
With Theater, you can play back previously viewed event scenes from the game, or enjoy promotional movies.

By selecting any of the freeze frames provided in the Theater section, you can revisit everything from the frustration of dealing with the Asia Travel Company to the sorrow in Nozomi's goodbye.

The event scenes you can view are listed below:

- Promotional Movie Trailer
- What's Yokosuka
- Magic Weather & Time Control
- Preview #1
- Forklift Preview
- Prologue
- Drifting Blossoms
- Trap on the Street
- Nozomi Vs. Enoki
- Tattoo Parlor & Charlie
- Nozomi Returns from Class
- Nozomi's Confession
- Encounter with Master Chen
- Oishi's Antiques
- The North Star
- Chai Attack
- Piggy Bank
- Boat Ticket
- Chai's Trap
- Jimmy's Apology
- Goro's Job Introduction
- Goro's Information
- Mark Takes an Ugly Beating
- Goro's Marriage
- Nozomi's Tears
- Borrowing Ito's Motorcycle
- To the Harbor
- The Deal with Terry
- Nozomi and the Motorcycle
- Dream of the Phoenix Mirror
- Meditation
- Tom's Treat
- Tom Move Instruction
- Goodbye Tom
- Ambushing Gui Zhang
- Ryo & Gui Zhang at Sunrise
- The Parting
- Dobuita, Departure
- Nozomi's Amulet
- Ending

MUSIC



Here you can listen to the many of your favorite music tracks from *Shenmue*.

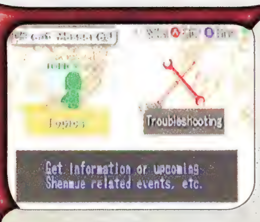
Below is a listing of the titles you can enjoy:

1 *Shenmue* Original
2 Sha Hua Orchestra with Vocals
3 Sha Hua Orchestra with Chinese Fiddles
4 Loneliness
5 Harbor Light
6 Visitor at Night
7 To the Sky
8 The Spot
9 Beyond the Memory
10 Yamaji
11 Lapis
12 Bob's Pizzeria
13 Abe Store
14 Slot House
15 Tomato Convenience Store
16 Liu Barber & Hair Salon
17 Asia Travel Company
18 Harbor Lounge
19 Light
20 Earth & Sea
21 Yokosuka Blues
22 Sadness, Hope
23 Sunny Places
24 Mysterious Letter
25 Morning Dew
26 Working Man
27 I Wish...
28 Why?
29 Antiquity
30 Jingle Bells
31 Silent Night, Holy Night
32 Sha Hua Christmas

PASSPORT

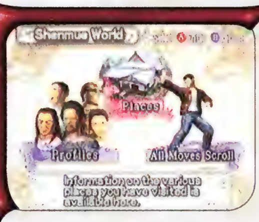
Using your Passport browser, you can log on to *Shenmue* Online and open a whole new world of gaming extras. The features available in the *Shenmue* Passport Disc are unlike anything you have ever seen in a game before, with postings, downloads, and behind-the-scenes information.

Urgent Messages!



Click on Topics to get information on upcoming events. Selecting the Troubleshooting button allows you to view important messages from the *Shenmue* team.

Shenmue World



Shenmue World is literally a world of information about *Shenmue*. In this section you can read about all of the characters, locations, and techniques in the game. This site is amazingly detailed.

Nozomi's Messages

Nozomi often has information to share regarding various in-game features and events. Click on this button to see what she has to say.

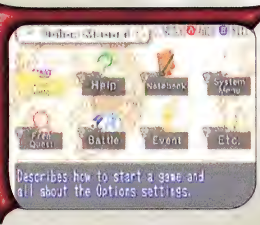
Network Ranking

Who's the *Space Harrier* world champion? Could it be you? You'll never know if you don't visit this site. Here can post your own top scores from many of the mini-games in Shenmue. Plus you can view other players' scores to see how you measure up.

Data Review

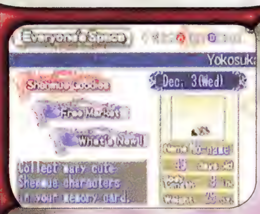
Absolutely every bit of information relevant to your game you be found in the Data Review section. Want to know how many times you played a particular minigame? Curious about how many times you've used the Overthrow in battle? How much time have you spent playing *Hang-On*? It's all here! There isn't a single thing this site can't tell you about your *Shenmue* experience.

Online Manual



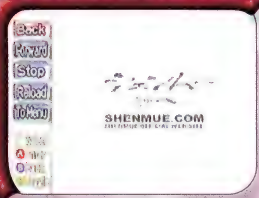
Lose your manual? Don't worry. You can get all of the information you need from the online manual. There's information on absolutely everything in the game.

Everyone's Space



Cash in your cans and your slot machine prizes in "Everyone's Space." Here you can trade for those hard-to-find collectibles. Your collection will never be complete until you've gathered everything from this site.

Shenmue.com



Visit the official Shenmue website by clicking on the *shenmue.com* button. You can find all kinds of additional information on this groundbreaking title.

MAKING OF *SHENMUE*

As you marvel at the beautiful graphics and the incredible intricacies in *Shenmue*, you'll ask yourself "How did they do that?"

In addition to sharing some of the fascinating eye candy we observed while writing this guide, you can also read a reprint of a report by Yu Suzuki, creator of *Shenmue*.

EYE CANDY AND MORE

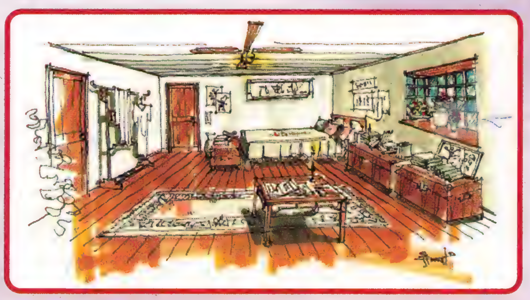
Interesting characters, a deep story line, and battles galore—*Shenmue* has it all. Playing as Ryo Hazuki, you're on a quest to avenge your father's murder, and while your days are filled with seeking out information and unraveling clues, be sure to check out some of the small details that help make *Shenmue* the fabulous RPG it is.

Everyone has a story to tell in *Shenmue*, and that includes the dogs, cats, and even the birds. While walking along the New Yokosuka Harbor, take note of the pigeons. The animations are so real, that whenever anyone gets near the birds, they'll walk, run, or fly away.

The weather in *Shenmue* is constantly changing thanks to Magic Weather—If the weather is sunny the first time you play, it may be raining, or even snowing when you play it again. You can choose the Actual Weather option if you want the actual weather as it was in 1986. That's how real *Shenmue* can get!

If the weather is sunny, check out the shadow your character casts on the sidewalks and buildings. If it's raining, you can stand under a building's awning and watch the rain fall in front of you.

So many little details are woven into this game that it's impossible to list them all here. You may not even notice many of these details, but they add to the beautiful symmetry of the *Shenmue* environment.



THE MOVES

Hand Motions

Grab it, twist it, dial the phone. To reproduce even the smallest movements the *Shenmue* team used "motion capture technology." You can see the difference on the screen. *Everything* looks realistic, even down to the faithful reproduction of the blood vessels in the back of the character's hands.

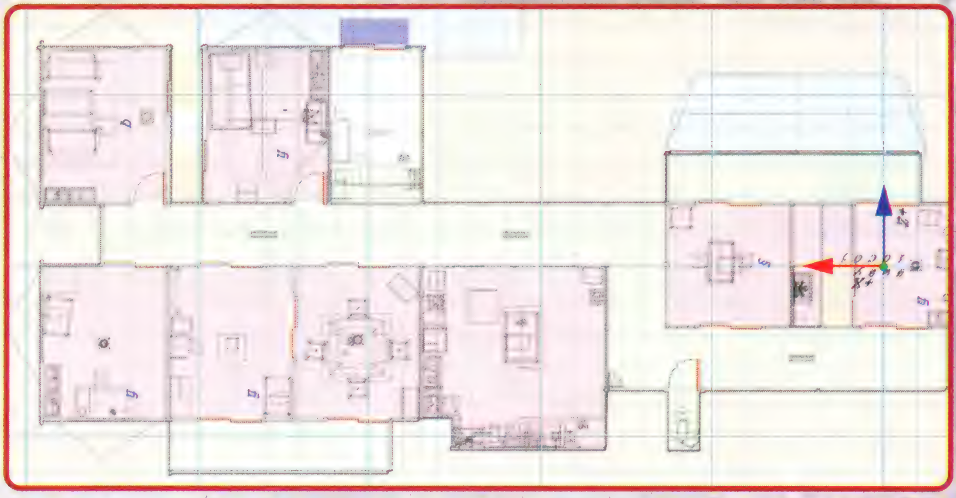
Motion Characters

To make the characters' movements look as realistic as possible, professional actors were filmed acting out each scene. Of course, even greater efforts were taken with the fighting scenes; martial artists were enlisted to ensure realistic actions.

THE MAPS

Creating the Maps

The maps in *Shenmue* are based on actual maps. The *Shenmue* team studied real maps to understand more of how a city is laid out, so the map of the city we created closely resembles that of a real city. Not only that, but the whole makeup of the city is incredibly real; look at the mixture of large and small, tall and short buildings, the distances between them, and the types of architecture used



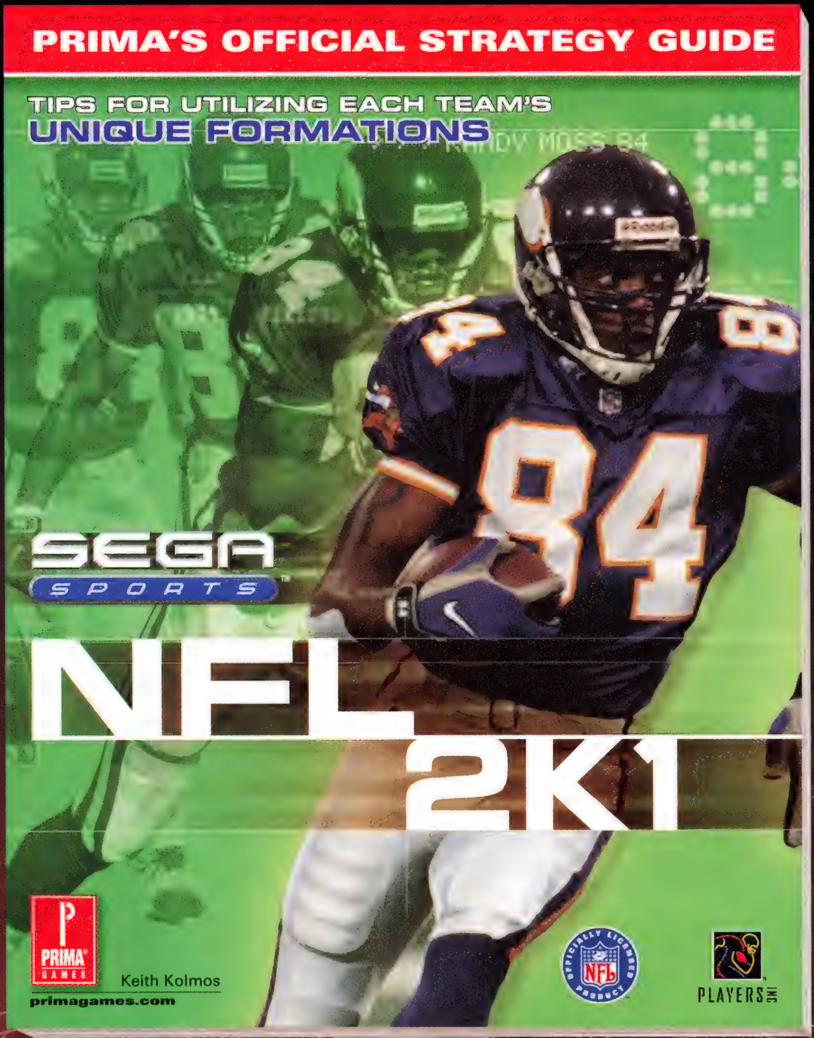
THE SOUNDS

After Recordings

For the U.S. version, the voice actors are different from the Japanese version in which the motion capture actors synched their voices to the film to create the character dialogue.

YU SUZUKI—CREATOR OF *SHENMUE*

In creating this game I had few restrictions placed upon me and was able to proceed at my leisure. I hoped that we could develop a game that would be just as trouble free. That was my goal as I set out to create *Shenmue*. In the act of investigating, something creates something new, and this is something that even a child of ten can do. It goes beyond generations, crossing country borders, and is a theme that people all over the world can sympathize with. Forcing strong emotions on the players makes them experience the game as if they were there and it creates a story that people talk about. This game can be enjoyed at any age. The system is simple to use and fun to play. Through this new world you can experience a life that is totally different (than your own). You'll want to see what happens next. The stages are realistic and the story is so easy that even a child will understand it but the depths of the story will draw in adults. The characters are appealing, the story is moving, and everything is interwoven into a harmonious whole. My goal was to hand the whole world to the player. It is super-realism and this is exactly what I wanted to create. "FREE" is a totally new type of game.



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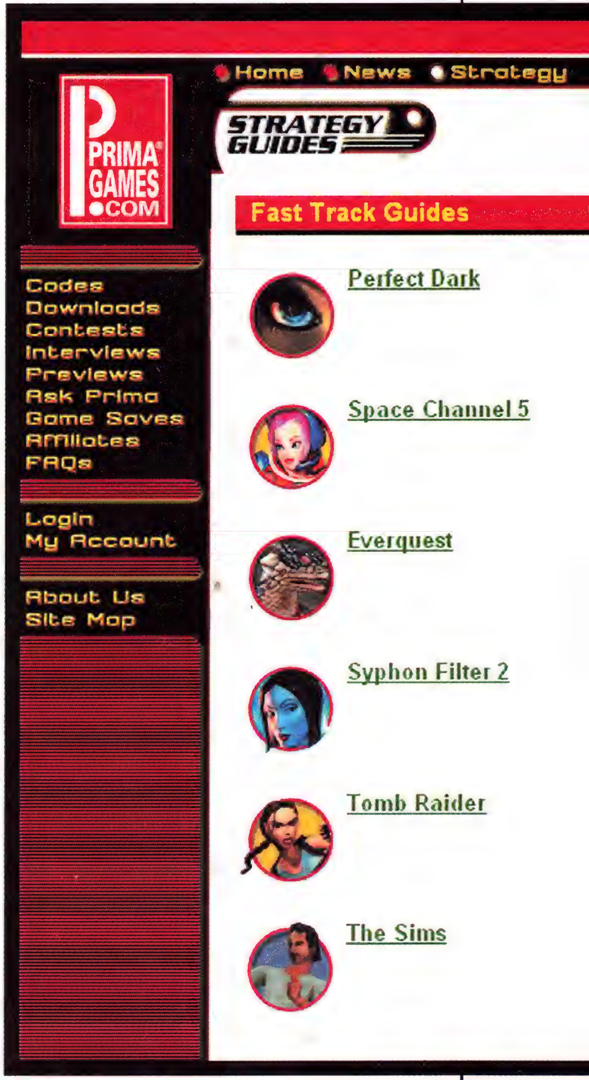

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SEALED SECTION

The following sealed section of the book contains important secrets and information about the ending of the game. Do not open it unless you want to see how the game ends. Remember...we warned you!

DISC THREE: FINAL SCENARIO

Ryo is drawing closer to the MAD ANGELS and, ultimately, Lan Di. Unfortunately, the fair Nozomi has been kidnapped and is being used to lure Ryo to the harbor. Her fate is in his hands!

Final Scenario Structure

Note
The following scenes, sub-events, and talks, are highlights of what is neccessary to progress through the game.

Final Scenario

- Scene 1: Race to the Harbor
- Scene 2: MAD ANGELS HQ
- Scene 3: Meditation
- Scene 4: Free Lunch!
- Scene 5: Troublemaker
- Scene 6: Learn from Tom
- Scene 7: Confronting Gui Zhang
- Scene 8: MAD ANGELS Onslaught
- Scene 9: Confronting Terry
- Scene 10: A Sad Farewell
- Scene 11: Learn from Master Chen
- Scene 12: Revenge!!!
- Scene 13: Never Say Die
- Scene 14: Nozomi's Gift

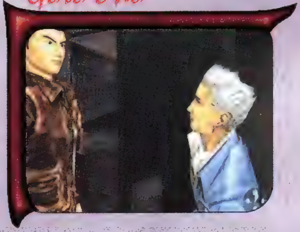
FINAL SCENARIO: MAD ANGELS

Talk 1: Hunting for a Ride

Location:	Yokosuka Bar/Bob's Pizzeria/Knocking Motorcycle Shop (Dobuita)
Trigger:	Talk to the shop owners
Timing:	00:10-3:00

Akemi Sato

Mario Grianni


Goro Ono

Ryo only has four hours to get to the harbor and no way to get there. Head into Dobuita and visit Bar Yokosuka. Talk to Akemi and she suggests you find a motorcycle. Mario at Bob's Pizzeria suggests you talk to Ono at Knocking. Ono points you toward Naoyuki Ito.

Notes

- To get to the harbor quickly...Bus X won't make it!
- I'll make it if I go by motorcycle!

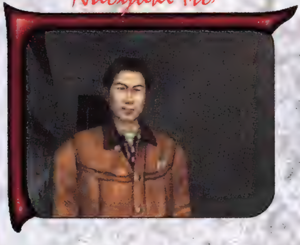
Notes Cont.

- Ask Ono-san at Motorcycle Shop about borrowing.
- Try to borrow Naoyuki Ito's (Sakuragaoka) motorcycle.

Scene 1: Race to the Harbor

Location: Ito Residence (Sakuragaoka)
Trigger: Examine the name-plate or walk toward the entrance
Timing: 0:10-3:00

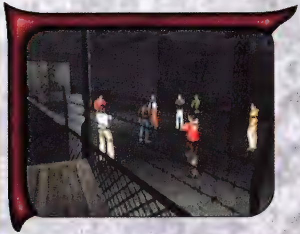
Naoyuki Ito



Now that you have a motorcycle, you have exactly two minutes (real time) to get to the harbor. This is fairly easy. Just let off the gas a bit in the curves so you don't hit the walls and you'll get there in no time. If you fail, you get to try again.

Scene 2: MAD ANGELS HQ

Location: Warehouse #17 (New Yokosuka Harbor)
Trigger: Arrive at harbor within two minutes
Timing: —



Arriving at the harbor, Ryo is jumped by eight MAD ANGELS. These guys are fairly easy to defeat. After that, you face six more MAD ANGELS inside their lair. Most of these creeps are weak, but the guy in the green vest is pretty tough. Watch out for him and defeat the other five guys first to make the battle easier on yourself.

Notes

- Nozomi is fine.
- Had to promise Jerry I'd beat up Chen Gui Zhang.
- Tomorrow at 10 p.m. go to Warehouse #9.

Scene 3: Meditation

Location: Hazuki Family's Dojo
Trigger: Automatically occurs after Scene 2
Timing: 7:30

Ryo prepares for the impending battle by meditating in the Dojo. He has visions of his father brandishing a sword.

Scene 4: Free Lunch!

Location: Tom's Hot Dogs (New Yokosuka Harbor)
Trigger: Automatically occurs after Scene 3
Timing: —

Arriving at New Yokosuka Harbor, Ryo is stopped by Tom. He asks Ryo to return to his stand for lunch later that day.

Notes

- Promised to have lunch with Tom.

Scene 5: Troublemaker

Location:	Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically occurs after Scene 4
Timing:	10:45

What with the meditating and talking to Tom, Ryo is running pretty late for work. Stopping past the Alpha Trading Office might not have been the best idea.

Notes

- I got fired from my job...
- I should check with everybody.

Note

Rush back to Dobuita and have your fortune told at Lapis to get the "Clue: Friends close to you are leaving." note added to your notebook.

Scene 6: Learn from Tom

Location:	Tom's Hot Dogs (New Yokosuka Harbor)
Trigger:	Go to Tom's Hot Dogs between 11:00 and 12:30
Timing:	11:00-12:30

After being let go, walk around and talk to anyone and everyone. This is your last hour and a half of free time, so use it wisely. When you're ready to move on, you can head over to talk to Tom. If you don't go there by 12:30, you're automatically taken there.

Notes

- Tom went home to the United States.

FIGHTING TECHNIQUE

TORNADO KICK

← ← A A

Scene 7: Confronting Gui Zhang

Location:	Near Alpha Trading Office (New Yokosuka Harbor)
Trigger:	Automatically occurs after Scene 6
Timing:	22:00

Ryo must fight Gui Zhang. Do your best to make the fight look good. Also be ready for the QTE afterward.

→

QTE COMMANDS

Scene 8: MAD ANGELS Onslaught

Location:	Near Warehouse #2 (New Yokosuka Harbor)
Trigger:	Automatically occurs after successfully completing Scene 7
Timing:	—

Terry rushes off and leaves Ryo and Gui Zhang to fight their way through *70 MAD ANGELS*. There are three bosses to defeat along the way, so be careful. See the end of this walkthrough for some strategy tips.

Scene 9: Confronting Terry

Location:	Near Warehouse #17 (New Yokosuka Harbor)
Trigger:	Automatically occurs after successfully completing Scene 8
Timing:	—

Terry Ryan

Terry is waiting for Ryo and Gui Zhang once they make it to the end of his gauntlet. Gui Zhang insists on taking on Terry alone, but Ryo needs to lend a hand through a QTE.

QTE COMMANDS: A

Notes

- I defeated Terry but Lan Di's gone to Hong Kong...

Scene 10: A Sad Farewell

Location:	Hazuki's Home
Trigger:	Automatically occurs on day following Scene 9
Timing:	8:30

It's time for Ryo to say goodbye to his home and his good friends. With any luck, he'll be back soon, but for now the memory of his hometown will have to comfort him on his journey.

Scene 11: Learn from Master Chen

Location:	New Yokosuka Harbor
Trigger:	Automatically occurs after Scene 10
Timing:	—

Before Ryo leaves, Master Chen teaches him a valuable but challenging technique called the Swallow Flip. Perform the move properly to master it.

FIGHTING TECHNIQUE

SWALLOW FLIP

→ + X, A

Scene 12: Revenge!!!

Location:	New Yokosuka Harbor
Trigger:	Automatically occurs after Scene 11
Timing:	—

Just when it looks like things have quieted down, Ryo gets an unexpected visitor. This is a very tough battle. Try to keep your distance from Chai to regain Ryo's stamina as you battle. Also be sure to dodge a lot. This sets up a lot of easy throws. Attacks with a long range work particularly well, but not all of the time. If you fail, you get to battle Chai again.

Scene 13: Never Say Die

Location:	New Yokosuka Harbor
Trigger:	Automatically occurs after Scene 12
Timing:	—

Chai is down, but not out. Don't let your guard down.

↓ A A B

QTE COMMANDS

Scene 14: Nozomi's Gift

Location: New Yokosuka Harbor	
Trigger: Automatically occurs after Scene 13	
Timing: —	

Ryo heads off to find Lan Di. In doing so he thinks back to a moment with Nozomi.

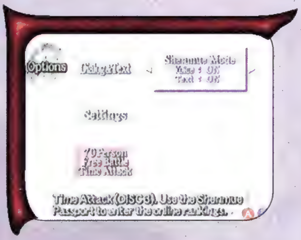
Notes

- Nozomi gave me an amulet.
- Take care, Nozomi and everyone...
- Master Chen gave me a letter of introduction for Tao Li, Shao-san, a martial arts master who lives in Hong Kong.

Note

Don't shut your game off when the credits begin rolling, or you'll miss your last chance to save your game. You can do things with the Cleared File you get once you've beaten the game.

70 PERSON FREE BATTLE



The 70 Person Battle occurs in Scene 8 of the final scenario. It pits Ryo and Gui Zhang against 70 of the MAD ANGELS gang members. Most of them are easy prey for your most basic attacks, but you'll periodically encounter some of the MAD ANGELS' elite fighters. These are the guys who've climbed their way up through the ranks by being the meanest and the toughest. You'll know when they arrive, because they each make a grand entrance.

General Strategy

Pushing your way past most of the gang members is a fairly simple task. Basic one-hit attacks usually knock them out right away, so moves such as Elbow Assault and Hold Against Leg are particularly useful. Throws are also very effective, as ordinary gang members never get back up from them and you can't be hit while throwing an opponent.

Also keep in mind that as time passes, Ryo's health is slowly restored. You want Ryo to have full health at the beginning of these fights, because the bosses can quickly beat him into submission with their strong attacks. If Ryo gets low on health, spend some time dodging attacks to allow him to recover.

Some enemies can attack with more than their bodies by picking up and tossing barrels and crates. Luckily, these are pretty rare, but keep your eyes open for anyone standing off to the side holding one of these weapons. Enemies can't throw them very far and they can hurt their own people with them. What's really cool is that, unlike the crates, the barrel doesn't break when thrown. You can then use it against your enemies by kicking it at them. It won't roll far, but any normal enemy that it hits will be knocked out.

When fighting the horde of regular gang members, you occasionally encounter those who are bit more skilled at defending than the others. These guys block just about any attack. Quickly throw them to get them out of the way, or they may disrupt your flow with disastrous results.

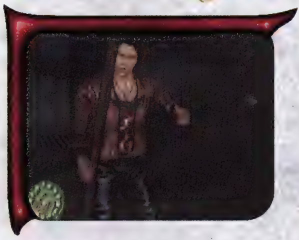
The Bosses

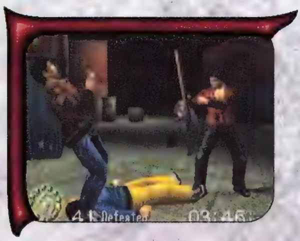
Here are the three bosses you encounter. Each is unique and gets progressively tougher. When they appear, try to get to an area where you can fight them one-on-one (such as the starting point). You don't need Ryo switching his focus between the boss and one of the peons.

Shingo Murasaki

This guy appears after you've defeated 20 opponents. He's a skilled fighter, but he's really not much tougher than some of the guys you've faced in earlier battles. Regular techniques work well against him. If you knock him down, stand very close to him as he's getting back up and you can usually grab him and toss him back down again. It shouldn't take you more than a few seconds to eliminate him

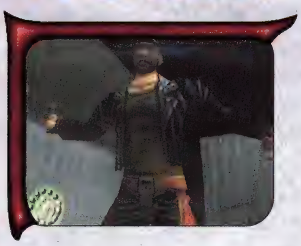
Satoshi Nagata





You encounter this pipe-toting thug after you've defeated 40 opponents. This guy is tough. He attacks quickly and his pipe increases his strength and extends his reach. Dodging doesn't work very well. The enemy tends to sweep his pipe to the side, so you'd have to get lucky and dodge to the side opposite his attack. It's better to use attacks with range such as the Hold Against Leg and the Big Wheel. These allow you to hit him while keeping your distance. If you can get close to this guy and pin him against a wall, you can quickly pound him to dust with quick combos.

Pedro Warren



The final challenge arrives after you defeat 66 enemies. This guy is huge. His gargantuan size gives him near superhuman strength and his long reach makes it difficult to get close to him. Quickly eliminate any other MAD ANGELS who're still hanging around before he approaches. You want this to be a one-on-one battle.

You wouldn't expect this guy to be quick, but he is. Try to keep a bit of distance between yourself and him and dodge constantly. Occasionally, he flies past you with a missed attack. This is your chance to either throw him or launch a short combo. Keep your attacks brief. He blocks well and long attacks are almost always countered. However, short combos that switch between punches and kicks seem to be very effective. Be very careful when trying to throw him. If he kicks up his leg, you won't be able to grab him and you'll pay the price for your indiscretion. If Ryo is low on health, back away and keep dodging to try to regain stamina. By the way, Gui Zhang doesn't help you out with this fight. In fact, he completely disappears during this battle....

How Good Are You?

Once you've beaten the game, you can access the 70 Person Free Battle Time Attack. This is an option when Disc 3 is loaded in your Dreamcast. The Time Attack pits you against the same 70 opponents, but without the assistance of Gui Zhang. Also you're playing for time and you can enter your high scores into the online rankings using the Passport Disc. You're going to have to be quick if you want to be number one!

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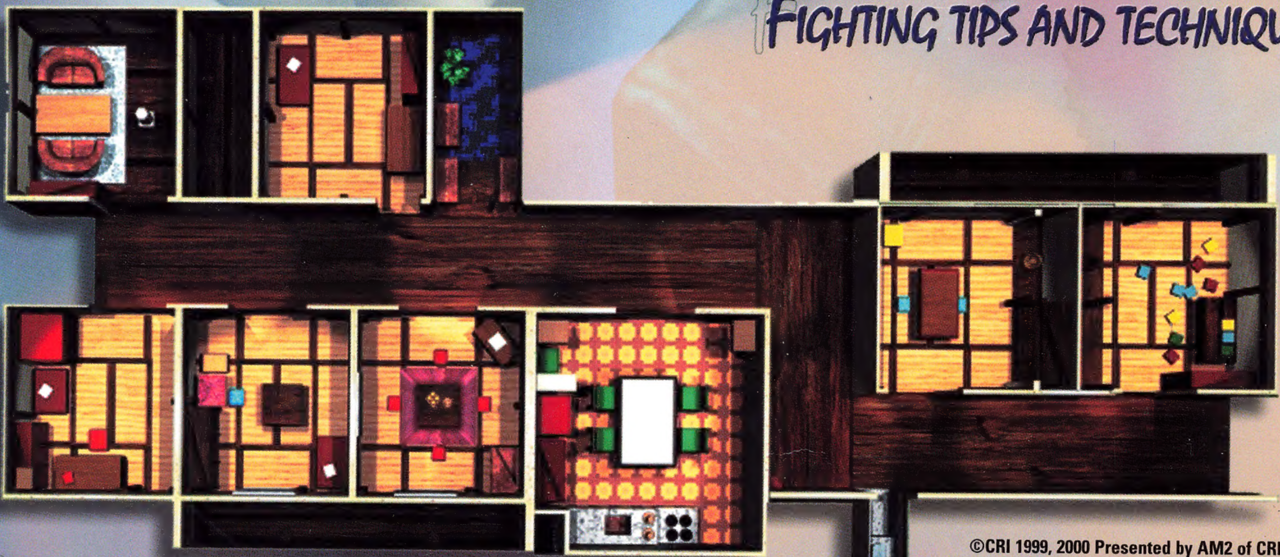

3D MAPS: ALL AREAS AND ITEMS MAPPED OUT

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